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ELECTRONIC GAMING MONTHLY

Final FANTASY VII

The Best RPG Ever!
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FEATURES

Bruce Willis In APOCALYPSE

Full Coverage of the ASI-ACME ARCADE SHOW

Inside the TOKYO TOY SHOW

SPAWN



HEXEN 2



MISSION: IMPOSSIBLE



DARKSTALKERS 3



OVER

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GAMES INSIDE

**Blast Corps • Last Bronx
Xenious 3-D • Ray Storm
Manx TT • Albert Odyssey
Dynasty Warriors**

94

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INSERT COIN

By Ed Semler - 750522667@compuserve.com

- Sony & Nintendo drop prices...
- Review Crew gets wordy...
- Poster pair packs punch...

The video game system price war has started. Nintendo, seeing its N64 system sales declining in Japan, has decided to lower the system price to around \$140. One week after this announcement, Sony had a news conference where they stated that the U.S. PlayStation price would be \$149.

Could it just be a coincidence that both major players decided to lower the price at the same time or was there something else going on? It depends on who you talk to.

In our discussions with Sony, they state that it is all part of their long-term marketing plan, and they aren't reacting to what Nintendo did.

In Japan, we hear the same story from Nintendo.

Who do you believe?

While the truth will never come out, our sources have found out that Sony has indeed been planning this price reduction for a long time, and Nintendo of Japan somehow found out about it. Rather than wait until E in June, Nintendo decided to counter quickly with a matching price drop to \$149 in North America—obviously, it was just a matter of time.

With the top two players in the industry trading blows like power wrestlers, we wonder: What will it take for either Sony or Nintendo—to regain the upper hand? First, Sony can drop the PlayStation price even further to \$129 (which they can, and were planning to do all along). When that happens, Nintendo may be able to respond with a \$149 price AND include Super Mario 64. However, considering how conservative Nintendo is, they probably will stop at \$149 without a cart.

What about Sega? It appears that they are between a rock and a hard place. The circuitry in their system is not as consolidated as the other two are, and any further price drop will really hurt them. Still, they will have to match the others at \$149 as their old three-free-game offer just won't be enough to keep them competitive. E' should be the time when it all comes out, but keep reading Q-Mann's column, as he gets the information months before the other magazines do.

In other news, I want to thank everybody who e-mailed me with your comments about the magazine. Many of your suggestions are already in the works and you should start seeing them later this year. I am also very pleased



Ed tries for per on one of the new third-party Nintendo 64 golf simulations.

that virtually everybody liked the change we made to the design of the Review Crew pages. One problem I always had—and this goes all the way back to issue number 2—is the fact that there never was enough space to fully review a game. While the four-person Review Crew format is the only way to go, having four equal spaces just wasn't quite right. Many times everybody said the same thing, and 80 words never was enough to fully explain the good and bad points of a game. This led to numerous questions, not only from our readers but also the game companies, as to why we gave a game a certain score.

Now, in our current design, one reviewer—usually the one who has the most experience with the game—has the space to really speak his mind. Nothing is held back, and, as in the past, you get the only unbiased, uncensored review of the real game. I say real because, as some of you pointed out, our reviews are not necessarily the first you will see in the magazines. We take great pains to only review "FINAL CODE" games. That is, no Japanese games, no beta discs, no near-finished discs with qualifying letters from companies—just real reviews of the same games which you will buy in the stores. Plus, as you've also pointed out, our reviews aren't all 10s or to put it in other numbers sniffling 5.0s or over-inflated 9s just to keep the advertisers happy.

In addition, our Review Crew is made up of real hardcore players. They take their job very seriously and most importantly, they aren't hiding behind fake, artificial caricature sketches with hokky made-up names. (OK, Sushi-X is an exception, but at least he's a real guy.)

Finally, the positive response to our free pack-in posters has been phenomenal. It must be a good idea as others have already started to copy us, but wait until you see what we have lined up next! Until then, check out the two-page gatefold Lost Workz manifesto on pages 98 and 100 in addition to the WCW poster packed in the bag.

Keep the e-mail coming!

ELECTRONIC GAMING MONTHLY

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A lot of people have a problem with the violence in video games.

We, for example,
feel it hasn't been realistic enough.

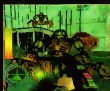
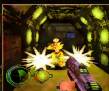
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CODENAME: TENKA gives you features you just can't get in *Dark Forces™* and *Final Doom™*:

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"Makes the flat, pixellated characters in titles like *Doom* and *Alien Trilogy* pale by comparison." — *PSExtreme*

"...redefining the state of console shooters as we know them." — *Next Generation*

This one kicks butt! — *GamePro*





Cloud Barret Cover artist: Tomotake Kinoshita

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NUMBER

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FINAL FANTASY VII

EGM HAS THE FIRST INFORMATION ON THE U.S. VERSION OF FINAL FANTASY VII. THE STORY BEGINS ON PAGE 90.

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WIN BIG!

POSTERS

YOU WANT THE GOODS? Tucked

into this exciting issue of

EGM are TWO posters:

JURASSIC PARK on page 99

and 'WCW vs. The World

which is packed in. Adorn

your room, locker, work

space or anywhere else you

choose to hang 'em!



THIS MONTH



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FIND OUT WHAT ARCADE ADDICTS WILL BE PLAYING...

...and spending their hard-earned cash on this year in our coverage of the ASI/ACME Show. As well, look for continuing info on the AOU Show. Tekken 3 and DarkStalkers 3 are just the tip of the iceberg that will soon strike local arcades. Look for more coverage starting on page 72.

"DarkStalkers 3 shows off some of the flashiest gameplay yet!"

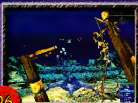
THE TOKYO TOY SHOW TEEMED WITH SURPRISES

EGM editors don't stop for anything when on the prowl for gaming information. Yet again, they crossed the big blue—this time for the Tokyo Toy Show. They brought back some updates on games soon to be released as well as a few surprises from Sega and Sony. Check out page 86 for the scoop.

"At the show, companies show off their summer game releases."



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SINGLETRAC ADDS H₂O TO ITS NEW GAME

The company responsible for such hits as Twisted Metal 1 and 2 and Warhawk are not stopping to smell the roses. Once again, SingleTrac will be scoring big with an underwater Twisted Metal-type game called Critical Depth, which boasts lots of "depth" and action. The coverage begins on page 96!

"Critical Depth will feature a good number of environments..."

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SWAGMAN

NEXT WAVE

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THE BEST VIDEO GAME NEWS

PRESS
STARTPRICE
WARSRumors, barbs
about as Sony
and Nintendo
drop systems
to \$149.99


In the United States, Sony fired the first salvo in the hardware price war when it lowered the cost of the PlayStation to \$150. After plenty of false starts, Nintendo did the same about a month later.

Sega's Status

As of press time, Sega has not indicated a Saturn price cut in the works. Officials have maintained (rightfully so) that its free software bundle offer, which expires at the end of May, makes the Saturn the best deal on the market.

"We are not moving on our hardware price," said Sega's Dan Stevens. "We are more concerned this year [with] our consumer and less focused on competitors."

As to Sony's lowering of PlayStation software prices, Stevens noted that Saturn game retail prices are already at the \$40-50 range—a highly competitive price point in Sega's eyes.

In a side note, Sega has slowed production of systems to between 3 million and 4 million for 1997. The production move aims to reduce current system inventory.

The video game equivalent of "all hell breaking loose" took place in late February, as Nintendo and Sony began slashing system prices left and right—or to be more accurate, east and west.

For those keeping score, here's a timeline of what's happened so far:

- **Feb. 21:** Nintendo announces a Nintendo 64 price drop in Japan to occur March 14—a 33 percent plunge from \$209 U.S. to \$137 U.S. Due to successful U.S. sales, Nintendo announces no equivalent drop for U.S. systems.

- **Feb. 27:** Rumors surface of a worldwide PlayStation price drop for both hardware and software.

- **Feb. 27:** PS system prices drop in Australia and European countries—to roughly \$200 U.S.

- **March 3:** Sony Computer Entertainment America announces a 25 percent PS system price drop to \$149.99. In addition, SCE announces lower prices for

Projected Sales

Barring any news shocks, here's a best-case scenario of how many millions of systems will sell worldwide in '97.



Sources: Various analysts

first-party software (\$39.99-49.99) and a new "Greatest Hits Series" for games more than a year old that have sold more than 150,000 copies. The first titles in that group include *Battle Arena Toshinden*, *NFL GameDay*, *Twisted Metal*, *NHL FaceOff* and *Warhawk*.

- **March 3:** According to the *Associated Press*, a Nintendo rep

said the company would take a wait-and-see attitude to an N64 price response. However, analysts state an N64 price drop is a question of when, not if.

- **March 6:** A Japanese paper prints a story later picked up by Reuters and plenty of Internet sites. It states that Nintendo President Hiroshi Yamauchi himself made it clear that the N64 will indeed drop to \$150 U.S. by the end of March.

- **March 7:** In America, Nintendo officials refuse to verify Yamauchi's statement—even going to the extent of calling the report a "mistranslated" story.

- **March 17 (St. Patrick's Day):** Perhaps it was the lack of the Irish—or the fear of SCE's move—that prompts Nintendo to drop to \$149.99 in North America.

- **Today:** The only question left is how Sega will react—or if SCE will counter once again. All eyes turn to E³ as this war unfolds... ■

NEW SYSTEM!

NEW HANDHELD ROARS INTO PORTABLE MARKET



What's Up?

- **Two Cartridge Ports:** Carry two games at the same time. Tiger also has a modem connection cart (\$19.95). With it and any PC modem, users can hook up to the Internet to receive and send e-mail—certainly an inexpensive option for non-PC owners.
- **Stylus:** game.com has touch-screen technology. Use the black stylus to type in e-mail messages with an on-screen keyboard, or to play games.
- **Save:** With four AA batteries, it saves top scores and phone directory information.

Tiger game.com Boasts Internet Access, Cart-Based Video Games

If you thought the portable video game market was going the way of the dodo, you're mistaken: It's taken a turn toward the Tiger. The company known for handheld LCD games and toys is taking its first stab at LCD cartridge-based gaming—Sega's and Nintendo's turf—with the game.com.

"This exciting new system offers more than Game Boy," contends Sandy Schneider, vice president of Tiger Interactive.

Launching in June, the base game.com system costs \$69.99, which includes a Lights Out cart, Tiger's top-selling puzzle game. The game.com also functions as an electronic organizer, with an address/phone/e-mail directory, calculator, calendar and high scores list. Plus, game.com has a software game built in.

The game.com offers features

never before seen in any portable video game system. First off, it has a touch screen with stylus; the penlike tool is used to input text or play certain games.

More intriguing is Tiger's push to link game.com to the Internet, via a special cartridge that hooks up to any PC modem. Tiger has teamed up with an online provider, Delphi, to give game.com users cheap access to sending and receiving text-based e-mail. These messages can't be saved on the game.com, but Tiger is mulling a RAM cart for that purpose.

Because game.com has two cart ports, Tiger is examining ways to add online elements to future cart titles, either with "secret levels or codes that can be downloaded from the Internet," Schneider said.

Look for a hands-on test in a future issue of *EGM*. ■



First Games

Tiger Interactive expects to roll out nine game.com titles—all made by Tiger's in-house development—when the portable hits in June: *Batman and Robin*, *Duke Nukem*, *Indy 500*, *The Last World*, *Jurassic Park*, *Henry*, *Mortal Kombat Trilogy*, *Quiz Wiz*, *Wheel of Fortune* and *Arcade Classics: Defender*, *Defender II*, *Joust*, *Robotron* and *Sinistar*. These games will show up by August at the latest.

Other titles expected by the end of 1997 include *Jeopardy*, *Name That Tune*, *Tiger Casino*, *Virtua Fighter 3* (cart pictured above), *Madden Football*, *NBA Hang Time* and a *Sonic*-based game.

Games will retail for either \$19.95 or \$29.95, depending on the title. Admittedly, the jury is still out as how gameplay compares to other portable systems.

Included with the core system is Tiger's puzzle game, *Lights Out*.



The LCD game screen may not be backlit, but it offers four shades of gray at a 160-by-200-pixel size; Tiger claims the resolution is better than Nintendo's Game Boy. It looks decent for *Duke Nukem* (left) and *Soltzair*, game.com's built-in game.



PRESS START



Speaking of portables, **Nintendo** has given the Game Boy Pocket some new shades of color and a lower price, \$54.95. The new hues include black, green, red, yellow, see-through (above) and the original silver. Sadly, a gold-metal Game Boy Pocket out in Japan isn't included in this new rainbow of Game Boy Pockets.

Here's a singles ad **Electronic Arts** has officially responded to: Third-party game publisher **Accolade**, 13, seeks big publisher, 15 or older, to exclusively distribute some current and all future game titles. Possible partners must have money to invest in **Accolade** Long-term commitment a must—no one-night stand! (OK, **EGM** added that last part.)

News of the Wild: China, normally a hotbed of pirated video game sales, has responded to fight the influx of foreign games by encouraging patriotic-themed war video games that promote the country's image, a China news agency reported. If you think patriotic games don't suck, **EGM** would like to remind readers of **Fox Interactive's** game *Independence Day*.



What do you get when you cross a mega supermarket with an arcade? Whatever it is, it's probably about as big as GameWorks (Japan's rendition pictured above), a new high-tech entertainment center in downtown Seattle that will be a testing ground for **Sega's** future arcade games. Of course **EGM** sent out a staff member to cover the event. When (or if) he loves arcade games, he returns, he'll report what's up at Seattle's newest hot spot. Look for that story in a future issue.

Alpha **Square!** The crafters behind Final Fantasy VII plan to make the next game related to that series near the sunny beaches of Honolulu.

Square has set up a \$7-million-plus development center in Hawaii. The site will house up to 120 computer graphics engineers (half from Japan, the rest from the United States) and be run by **Square's** U.S. branch. Also, overseas sources indicate that the Honolulu operation will also work on—finish your seat belts **now!**—a fully rendered Final Fantasy feature film: feel free to wipe the drool off your chin.

Psygnosis will handle distribution of its own PS software titles—a task formerly performed by **Sony**

YOU CAN'T BUY THIS GUN IN YOUR HOME. (We just made it.)

LASER-HOT



An attachable Red Sight (left), sold separately for \$16.99 and for use only with Naki's Lunar Gun (above), sets it apart from the pack.

Lunar Gun (PS)

\$29.99 (map) • Out in stores

Pros:
+ works with optional Red Sight
+ decent auto-reload/aim capability
+ clean gun design

Cons:
- no dual-plug for use with Sega Saturn

Plain-Jane PS Gun Turns Killer With Addition of Laser Target

The editors at **EGM** will be the first to tell you: There are too many light guns, and too few games to support them. So before you take a glance at Naki's Lunar Gun for the PS and groan, "Oh no, not another gun!" take note: Naki has come up with one of the most wicked (as in cool) light gun innovations—a special laser sight to help aim the gun. **EGM** tried out the Lunar Gun-plus-Red Sight combo with Project: Horned Owl and Crypt Killer; the staff was duly impressed with how the laser popped up brightly on the TV screen (not

to mention co-workers and passers-by). The Red Sight slides off and on the Lunar Gun, so it can be removed at any time during play. It can also be manually calibrated. The Lunar Gun itself offers semiauto and auto fire, as well as auto reload. LEDs on the side of the gun show what features are in use. The gun comes with an 8-foot cord. Don't feel left out Saturn owners; a Lunar Gun is in the works as well. Overall, the Lunar Gun/Red Sight is a smart idea for those who need a little extra help with light gun games. ■

NEW!

NEW TOOLS THAT RULE?

Here's a first (or second) look at some new video game peripherals:

EngelMAX (tentative title)
PlayStation • ACT Labs
\$49.99 • Due in June

This funky clerk gray PS flight stick features the same pad programmability used in ACT Labs' Psychopod controllers. It works in analog, Wheel or Digital Mode as well. The joystick grip has the main PS fire buttons and a top-hat D-Pad. On the base is a two-way rocker switch, which can work as the accelerator/brake in some driving games.

Namco joystick
PlayStation • Namco
\$30 to \$50 • Now

Folks looking for a heavy-duty, metal-based PS pad to abuse would do well to grab Namco's joystick—out since last year in Japan but only available recently in the United States. Namco reps said this pad is perfect for PS shooters and fighting games—especially if you wish to duplicate the arcade playing experience.



REVIEW

The N64 Per4Mer steering wheel turns 50 degrees either way, and comes with foot pedals.



GIVE ME A BRAKE

After testing Platinum Sound's Nintendo 64 version of the Per4Mer steering wheel—the first available driving tool for the N64 in the United States—with the meager lineup of driving games out, **EGM** editors were left with a bland taste in their mouths. The controller worked adequately for Cruise'n USA. However, when **EGM** tried it with Super Mario Kart 64, problems sprouted up. First, the pedals didn't work—partly because the right pedal got stuck inside the plastic casing. Sliding—a key tactic in the game—required use of

Per4Mer (N64)

\$69.99 (map) • Out in stores

Pros:
+ pedals included

Cons:
- pedals stick, creak
- poor button layout
- a pain to reconfigure

two buttons on the side, which proved a pain to use. Configuring buttons is no easy feat, either. If you're a die-hard fan of Cruise'n USA and must have a steering wheel now, get it. Otherwise, pass this one by. ■

POWER and PERFORMANCE

Ever feel like driving a Porsche®? Want to? The Alps Gamepad for the PlayStation® game console offers you the power, performance, and handling you've been waiting for in a sleek, high-tech, finely-tuned and tested controller designed by professional game players to meet the demanding needs of today's gamers.

G
A
M
E
P
A
D



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Special rubber grip provides tactile feedback and a secure grip.

Extra long 8-foot cord

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The Question: What exactly can the 64DD do?
Could answers possibly lie...



WHAT DOES THIS...



New Line Cinema the fine fellows who served up touching romance with *In Love and War*, are dishing out something different with *Mortal Kombat: Annihilation* (above). A description of this movie sequel in **New Line's** own words: "A group of courageous heroes must survive the most spectacular series of challenges ever encountered as they take on an unscrupulous warlord in his terrifying bid to control the planet Earth." Whatever—just as long as the fight scenes kick _____ (fill in the blank). This movie is due Aug. 1.



Let's play Jeopardy. The Category: Real Estate. The answer: **Electronic Arts**. The question. Which video game company has opened a new studio in the Seattle area, and just broken ground on a new world headquarters in Redwood City, Calif.?

Overseas reports state that the white **Sony** PlayStation systems have begun selling in Southeast Asia. These consoles can play video CDs, which are all the rage in places such as Hong Kong and Thailand. In Hong Kong, the PS will sell for about \$330 US.

HAVE TO DO WITH THIS?

EGM Reveals A Little-Known Super NES Box That May Hint At Nintendo's 64DD Strategy

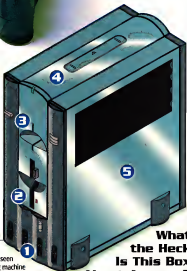
Here's the deal: In Japan, reports state Nintendo's long-awaited *Zelda 64* game will come out first as a cartridge.

This means *Zelda 64* won't be a "bulky drive" game, right? Not exactly. Nintendo maintains that *Zelda 64* will also come out on the still mysterious 64 MB magneto-optical disk format as well.

Two versions of the same game? Why bother? Of course, Nintendo refuses to spill the beans yet.

However, EGM has acquired intriguing documents describing an amazing piece of Super NES vaporware (see right), the design of which "is not limited to [the] Super NES... but may be used with alternative game hardware," according to Nintendo.

Based on this information, one possible theory—one of many circling about in N64 discussions, mind you—has arisen about why Nintendo would offer two versions



What the Heck Is This Box About Anyway?

...in this never-before-seen game making machine designed by Nintendo?

Develop your own Super NES games? It sounds like a pipe dream, but Nintendo actually designed a system to do it! What makes it so amazing is that it was targeted toward users from "elementary school students to sophisticated game designers," according to documents. Here's what this PC-like box offers:

- 1 Four Controller Ports:** They're ordinary Super NES ports; however, the first two could be used by the Super NES mouse and a PC-type keyboard. The controllers could plug into the third and fourth ports.
- 2 Floppy Drive:** Original game design data would be placed on disk and loaded into the system's memory. Then, the user could alter the design while playing the game, test it and save it onto RAM cartridges (see 4). The example Nintendo showed in documents was "Mario Factory," a Super Mario Bros.-ish game in which players could pause at any time to modify the music, level design or player animation.
- 3 ID Card Slot:** Without an ID card, system users would only be able to play games. The card would be needed for editing and saving customized titles.
- 4 Cartridge Slot:** The cartridge would accept either regular Super NES carts, or special RAM carts that would store newly designed games.
- 5 Connections and Expansions:** The base system was intended to be Nintendo's version of Sony's "Icarce" hobbyist program. Yet Nintendo also contemplated its use for professional developers via an expansion board, so users could hook up a photo scanner, hard drive or printer. Other additions include a microphone and a modem—an interesting option, because Nintendo mulled the possibility of users trading home-designed games with each other and Nintendo through the Internet. Could this foreshadow Nintendo's 64DD online strategy? Who knows. Still, the 64DD may still let players trade files with each other...

(Continued on Page 24)



They have been born of fire —
hopefully they won't melt.

WORLD OF KING OF ALL TIME HERO



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Engineered for the discriminating PlayStation™ pilot. In combat you expect reliability, performance and massive destructive punch. The Dragon delivers all three. Never has a fighter ship been so well appointed with all the subtle pleasures of wanton carnage. Rugged. Responsive. An absolute killer. Comes fully-loaded with multiphasic cloaking capability and auto-tracking dual Tachyon and Plasma guns. Become the undisputed master of the galaxy. Fly the Black Lance Dragon. It'll take you there like nothing else.

ELECTRONIC GAMING MONTHLY'S REVIEW CREW

TOP 10 PICKS OF THE MONTH

APRIL 1997

OVERALL

PLAYSTATION

1	✓	Mario Kart⁶⁴	9.3	
2	✓	Blast Corps	8.6	
3	✓	SF Alpha 2	9.1	
4	✓	Goal Storm	9.0	
5	✓	Tetris Attack	8.3	
6	✓	Rally Cross	8.8	
7	✓	Soul Blade	8.3	
8	✓	Brahma Force	7.8	
9	✓	Doom³	7.4	
10	✓	Tekken 2	8.5	
11	✓	Andretti Racing	8.8	
12	✓	W. Commander IV	7.6	
13	✓	Rage Racer	9.0	
14	✓	GameDay '97	9.5	
15	✓	SCUD	7.1	
16	✓	NBA Shoot Out	9.0	
17	✓	Die Hard Arcade	7.4	
18	✓	Twisted Metal 2	8.3	
19	✓	Tomb Raider	9.1	
20	✓	MechWarrior 2	8.1	

1	✓	Goal Storm	9.0	
2	✓	Rally Cross	8.8	
3	✓	Soul Blade	8.3	
4	✓	Brahma Force	7.8	
5	✓	Tekken 2	8.5	
6	✓	W. Commander IV	7.6	
7	✓	Rage Racer	9.0	
8	✓	GameDay '97	9.5	
9	✓	NBA Shoot Out '97	9.0	
10	✓	Twisted Metal 2	8.3	

SATURN

1	✓	SF Alpha 2	9.1	
2	✓	Andretti Racing	8.8	
3	✓	SCUD	7.1	
4	✓	Die Hard Arcade	7.4	
5	✓	Command & Conquer	8.9	
6	✓	S. Puzzle Fighter II	7.4	
7	✓	Virtua Cop 2	8.1	
8	✓	Virtual On	7.9	
9	✓	DecAthlete	8.3	
10	✓	Dragon Force	9.0	

HOW TO READ THE TOP 10 CHART

20	th	Name of Game	9.1	
		Publisher's Name		
		Average Review Crew Score		
		# Consecutive Months On The Chart		
		Last Month's Rank		
		Game System		
		Rank Number		

The editors of EGM have put together a listing of the best games for the most popular systems. Our Review Crew has done the ratings, and they have been averaged into one easy-to-read score. It is also important to note that sometimes a game will get ranked higher than others with larger Review Crew scores. This is because the game is "hot," and it is one which our Review Crew is constantly playing. These lists will change every month as additional games are reviewed.

The games are ranked by individual system, and there is an overall top 20 list for all the systems. This list will pick up any hot 16-Bit or portable game that may come out.

On the right-hand page, we have put together a list of the games that will be coming out in the next three months for the three major game systems. This list should be helpful for players, so that they can plan out their upcoming game purchases. The game name and the month the title will be released was obtained from each of the game companies and is correct as of the middle of the month listed above. Please note that the release date could change due to reasons beyond our control.

NINTENDO⁶⁴

1	✓	Mario Kart⁶⁴	9.3	
2	✓	Blast Corps	8.6	
3	✓	Doom⁶⁴	7.4	
4	✓	NBA Hang Time	7.8	
5	✓	Turok: D. Hunter	6.9	
6	✓	Wave Race⁶⁴	9.3	
7	✓	Super Mario⁶⁴	9.5	
8	✓	MK Trilogy	8.1	
9	✓	Gretzky Hockey	8.3	
10	✓	Shadows O.T. Empire	7.9	

COMING SOON



TOKHINDEN—PLAYSTATION



MISSION: IMPOSSIBLE—N64



DYNASTY WARRIORS—PLAYSTATION

PLAYSTATION

NINTENDO 64

All-Star Baseball '97	Acclaim	May	Sports
Battle Arena Tokhinden 3	Playmates	May	Fighting
Grand Slam BB	Virgin	May	Sports
Heaven	GT Interactive	May	First-Person
Lethal Enforcers 1 & 2	Konami	May	Shooting
Magic Battlemage	Acclaim	May	RPG/Strategy
MIDK	Playmates	May	Action
Nightmare Creatures	Kalisto Entertainment	May	Adventure
Overblood	EA	May	Adventure
Rage Racer	Namco	May	Driving
Ray Storm	Spaz	May	Shooter
Suicide Run	MGM Interactive	May	Shooter
Triple Play '98	EA	May	Sports
Wild Arms	SCiA	May	RPG
X3	GT Interactive	May	Action

Clayfighter N 63 1/3	Interplay	June	Fighting
Dark Riff	Vic Tokai	June	Fighting
Hexen	GT Interactive	June	First-Person
Int'l Superstar Soccer	Konami	June	Sports
Mission: Impossible	Conan	June	Action
StarFox 64	Nintendo	June	Shooter
War Gods	Midway	June	Fighting
F-1 Pole Position	Ubi Soft	July	Sports
Lambrghini 64	Titan	July	Sports
Robotron X 64	Midway	July	Arcade
Top Gear Rally	Konco	July	Sports

Clay Fighter Extreme	Interplay	June	Fighting
Dynasty Warriors	Koei	June	Fighting
Golden Nugget	Virgin	June	Simulation
The Last World: Jurassic Park	DreamWorks	June	Action
Narvel Super Heroes	Capcom	June	Fighting
Mass Destruction	BMG Interactive	June	Action
Museum Volume 4	Namco	June	Arcade
SSF2 Collection	Capcom	June	Fighting
Syndicate Wars	EA	June	Action
War Gods	Midway	June	Fighting
Xenious 3D	Namco	June	Shooter
Aaron vs. Ruth	Mindscape	July	Sports
Atari Greatest Hits 2	Midway	July	Arcade
Bottoms of the 9th '97	Konami	July	Sports
Ghost in the Shell	THQ	July	Action
HardBall 6	Accolade	July	Sports
Monster Rancher	Teamo	July	Sim/Fighting
Doge Battle	Atari	July	RPG/Sim
Pinky and the Brain	Konami	July	Action
Rebel Moon Rising	GT Interactive	July	First-Person
Red Asphalt	Interplay	July	Driving
Time Crisis	Namco	July	Shooter

SATURN

Albert Doysey	Working Designs	May	RPG
All Star Baseball '97	Acclaim	May	Sports
Battleport	Acclaim	May	Action/Sports
Fighters Megarisk	Sega	May	Fighting
Grand Slam BB	Virgin	May	Sports
High Velocity	Atari	May	Racing
Killing Time	Acclaim	May	First-Person
Lethal Enforcers 1 & 2	Konami	May	Shooting
Magic Battlemage	Acclaim	May	RPG/Strat
Ten Pin Alley	ASC Games	May	Sports
Virtual Pool	Interplay	May	Simulation
Narvel Super Heroes	Capcom	June	Fighting
Mass Destruction	BMG Interactive	June	Action
Re-Loaded	Interplay	June	Action
Shining The Holy Ark	Sega	June	RPG
SSF2 Collection	Capcom	June	Fighting
Tenka	THQ	June	Fest-Person
World Series BB '98	Sega	June	Sports
Archie Power Soccer	THQ	July	Sports
Duke Nakem	Sega	July	First-Person
The Last World: Jurassic Park	Sega	July	Action
Magio Knight Ray Earth	Working Designs	July	RPG
Mars TT	Sega	July	Sports
MK Trilogy	Midway	July	Fighting

This calendar lists the release dates for the next three months. The information is accurate as of March 15, 1997.



REACT FORCE—N64



BOTTOMS OF THE 9TH '97—PLAYSTATION



LEGEND OF DRAGON—SATURN

NINTENDO 64
CHANGE THE SYSTEM.

Life, liberty and the pursuit of a

Introducing Blast Corps. Only for the Nintendo 64 system.
Armageddon is heading your way. Good thing you have the right to bear arms.

nuclear-armed 18-wheeler.



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13+
TEEN

- **More PS Type C info**
- **Sony jumps into arcade biz**
- **Prepare for a PS/N64 price war**
- **M2 to hit Japan this summer**
- **Shooters From Working Designs?**
- **PS gets a popular PC RPG**

Hello Quarterfriends! Last month we took an International look at the gossip scene with juicy reports from Japan and Europe. Now that the Q-crew has racked up the frequent-flyer miles and with the Atlanta E' show just one month away, we can scrounge around the U.S. gaming scene and throw some home-grown flava into the worldwide mix...

Our spies tell us that Working Designs (the company best known for their snazzy translations of Japanese RPGs and strategy games) are now eyeing a new genre of Japanese gaming. From what we hear, WD is now satisfied with the recent proliferation of Japanese RPGs making their way over to U.S. Working Designs' plan—all along—was to educate American gamers on the quality and richness of Japanese games. Now that RPGs are starting to get the respect and visibility they deserve in the U.S., the group is now going to concentrate on giving Japanese shooters (the Gradus and R-type kind, not the Doom and Turok kind) their props over here. Precisely which shooters Working Designs has their eyes on at the moment is a closely guarded secret (although a conversion of Macross: Digital Mission VF-X and Ray Storm is rumored), and as soon as we hear more, we'll give you the full skinny...

In other software news, we hear that SirTech is thinking about bringing Wizardry (the mega-hit PC series) over to the PlayStation. If this does come to pass, literally millions of Wizardry fans could flock to the system. With hugely popular PC games like Doom, MechWarrior II and Command & Conquer already on the PlayStation and with more big games on the way (Quake, Duke Nukem 3D and Lands of Lore, just to name a few), Sony's 32-Bit game machine could turn out to be an unstoppable global gaming force in the future...Don't believe me?...well consider this...

By now, everybody knows the about the latest drop in price of the PlayStation (down to \$148), and many of you also know about the N64's sales problems in Japan (only around 3 percent of all games sold in Japan are N64 titles while more than 34 percent are PlayStation games) causing Nintendo of Japan to drop their price down to the equivalent of \$134 U.S. dollars. What you may not know is the twisted melodrama that connects these two gaming giants (and no, it's not the Super NES CD/PlayStation soap opera, but a new, more late '90s tale). Terry-Aki (our man with the plan in Japan) tells us that Sony has been planning the PS price drop for months, which is no big surprise to Q-followers. Nintendo, on the other hand, was quite surprised by the price tumble when they got an early tip-off of Sony's plan. In fact, this news, combined with the low sales in Japan and the daunting and unenviable task of keeping Nintendo's stockholders happy, forced NCL to announce a price drop of their own, just days before the Sony announcement...

Speaking of Sony (and don't we always), we hear that there is a chance the big S will have a working version of the new PlayStation Type C at the Tokyo Game Expo (April 4-6). Rumored Type C games to be shown at the Expo include Tekken 3 and Teito's new Deus shooter (which made its arcade debut at the ADU show in Japan). Additional Type C games are due to be unveiled at the Atlanta E' show. As you may or may not know, the Q-Mann was first to report that the Type C upgrade would be able to play regular PlayStation games, but we now hear that this may be only partially true. You see, the Type C has a little problem: It can only play PlayStation games that include a special Type C compatibility code embedded in the CD. So what's the problem?...Well, many PlayStation third-party developers didn't have access to this code before early 1996. While this poses no problems on the Type C upgrade (remember, it hooks up to a regular PlayStation, which can play all standard PS games), it does mean that not all PlayStation games will work on the upcoming, dedicated Type C console (the one with the Quad speed CD drive)...DOH!! The reason the code is Type C specific is because it's an easier way of making the 64-Bit PlayStation 2 backward compatible. Keep in mind, all of Sony's first party games include the code, plus all the newer and more popular third-party games (the ones which Sony reckons will still be popular enough for gamers to pop into their PS2s in 1999). This way, Sony has complete control over which games can and can't be played on the PS2 in a few years (for example, CD pirates and non-licensed Yarcze developers will not have access to the code). Hey, who said console gaming was gonna be uncomplicated?...

In even MORE Sony news, SCE is planning to bring some of their older first-party games (NFL GameDay, Warhawk, Twisted Metal, etc.) into the arcades. Sony will distribute these games through Namco coin-op. Question: Why would Sony want to perform such a strange maneuver? Answer: So arcade gamers will get used to the idea of Sony coin-op titles. Stage two of this grand plan is to introduce all-new games in the arcade. In fact, Sony has a couple of top-secret teams developing games specifically for the arcade (a la Sega and their AM arcade teams) and will launch a separate coin-op label for these titles...And we have a new winner of the Most Ambitious Software Company Award...

Last but not least, we have the M2. Matsushita (gesusidhe!) recently announced that their new 64-Bit game machine will be released this year in Japan. Although Matsushita did forego minor details such as price and whether or not it will make it over to the U.S. this year, the Q-crew has dug up more dirt on the subject. Word on the street sez the M2 will hit Japanese store shelves as early as July or August, with a U.S. release to follow around Thanksgiving (1997 that is). Expect to see a major, magnificent, Matsushita M2 brauhaha at E' next month. Although many gamers scoff at the idea of another game system thrown into the fray, our Japanese sources have seen actual M2 games in action and were blown away. More than 40 M2 games are in development in Japan as we speak (er, read...uh, whatever). Rumored M2 titles include a 3-D Strider sequel and Street Fighter III by Capcom. Capcom's first M2 title is said to be an all-new 3-D fighting game. Konami is working on a new racing game for the M2 as well as a soccer title and a new update of Toki Meki Memorial (a popular girl sim in Japan).

Well, that just about does it for this month Q-fans. Tune in next month when I'll have more info on the Type C, yet another new 64-Bit console, more N64 games and Sega's game plan in the next-next generation hardware race. Peace...

-THE Q

TO HELL WITH YOU,

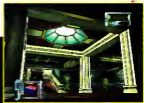


Only the N64 could handle this game.

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PROTOS

Here's proof that EGM brings you the first look at the newest of the new games. The following section contains everything from cut scenes to screen shots for titles in early development. Watch for updates in future Protos and more extensive coverage in upcoming Next Waves.



You may have missed this blockbuster when it premiered on the big screen recently starring Tom Cruise, as the main character. But don't despair, the gaming minds of Ocean have decided to give you a second chance to enjoy all the fast-paced action in the life of a secret agent on the NSA. Playing the role of Ethan Hunt, a CIA agent with a perfect spy record, the player's ability and intelligence is tested during each of the six intense

missions. Your first mission takes place at the Russian embassy where your goal is to rescue a top computer programmer from the enemy.

Every point-of-view, character and object is rendered in realtime, making play smooth and seamless, bringing lifelike quality to the characters not commonly found in similar titles. Different camera options are included in the title, allowing

the player to jump between them while observing unfamiliar characters. The standard view is a three-fourths, behind-the-character cam which is similar to Super Mario 64, but not as cartoony. The various camera angles include a mouse cam and hover cam that—from their name—can be understood what viewing range they allow.

Characters met along the journey can range from other tourists with no involvement in your mission to foreign spies with ulterior motives (who appropriately have to be dispatched). Just like in the movie, players can employ

PUBLISHER		SYSTEM		THEME	
Ocean		NINTENDO ⁶⁴		Adventure	
RELEASE DATE	PLAYERS	SIZE		COMPLETE	
June	1	64-Meg	N/A		

ingenious devices included in the title to manipulate innocent bystanders and infiltrate enemy territory.

Each object can be used in solo or combined with others, depending on the clever thinking of the player. Some of the interesting devices you can use include the infamous face maker device that allows Ethan to steal the identity of others and assume their role to infiltrate different areas. Another useful item is the fountain pen that doubles as a tranquilizer whose use is very apparent.

If your attention is grabbed by titles like Tomb Raider, Resident Evil and Robo No 1, be sure not to miss Mission: Impossible. It's bound to be a graphically intense title with all the trimmings of a full-blown adventure. Remember, being a secretive spy in a world filled with espionage may be too much for some weaker players to handle. If you think you are up to the challenge, you can expect it to fall into your lap (and in stores) sometime later this year.



MISSION: IMPOSSIBLE

Third time's a charm.
If you consider death charming.



- 10 all new arenas, and this time they're enclosed.
- 30 characters. 12 completely new, each armed with their own deadly weapon.
- Select from an unbelievable 30 frames per second or an even faster 60 frames per second.
- Unique save/ranking feature holds your place between matches.
- 2 player mode.
- Dozens of brand new fighting combos.
- Improved game and control dynamics.

TAKARA®

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PROTOS LAST BRONX



The name may be familiar to some, but many players haven't had the chance to try this game in the arcade since its release last June/July. Last Bronx appeared in a few of U.S. arcades, so this title is all but brand-new to the States. This lack of distribution, however, has not quelled the hype over its conversion to the Saturn.

Coming from AM3, the team who did Virtual On and Sega Rally (revered by some as the best arcade-to-home system ports), comes their first true fighting title. It is planned to run at 60 fps and boast character movement and control a plateau above VF2, Soul Edge and Fighting Vipers.

The build of the characters is comparable (or better) to VF2, but the action and the feel of the characters set it above the rest. Most notable improvements are the jumps that have been designed from a more realistic viewpoint than other comparable fighters. With AM3's reputation for quality, Last Bronx offers some definite promise. We can expect it to hit the shelves later this year.



PUBLISHER		SYSTEM	THEME	
Sega			Fighting	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
October	1 or 2	CD-ROM	N/A	

ALBERT ODYSSEY



Saturn owners won't be without a Working Designs' RPG for long. Translation work is nearly complete on Albert Odyssey, an ultra-colorful epic that Working Designs is calling the first true RPG for the Saturn. Unlike the more action-oriented Shining Wisdom and Legend of Oas, Albert Odyssey is a more traditional, menu-driven RPG with turn-based combat and smallish characters. Gamers won't be overcome by unwieldy menus, though. Albert Odyssey's commands are icon-based, similar to those in Secret of Mana and Lufia.

The game's most noteworthy features are its beautiful graphics and sensational orchestral soundtrack. The characters, drawn by the same artist who created Lunix: The Silver Star's heroes, look especially good. The scattered villages and castles are nicely detailed, while travel through the game's world takes place on a 3-D map, similar to the one in Dragon Force—except much better looking.

Unlike Working Designs' famous Lunar games, Albert Odyssey is lean on digitized dialogue and anime-style cinemas. Instead, most of the game's story unfolds through text, in the traditional top-down view seen in the Final Fantasy games.



SYSTEM	RELEASE DATE
	May
	THEME
	RPG
PUBLISHER	SIZE
Working Designs	CD-ROM
PLAYERS	% COMPLETE
1	N/A

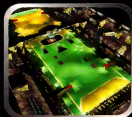
**WITH
PLAYER STRIKES,
FREE AGENCY,
AND CONTRACT
DISPUTES,
JUST HOW BRIGHT
IS THE FUTURE
OF SPORTS?**

ACTUALLY, IT'S

Forget today's big egos and endorsements. In the future, athletes will be fighting over just one thing: this bright, glowing Plasmorb. **Introducing**



Eight champions fiercely compete for the interstellar BallBlazer Championship.



Mega-huge arenas give you plenty of room to maneuver. And show off your winning moves.



Glide along in your Rotofol as you battle for control of the elusive, glowing Plasmorb.

BallBlazer™ Champions.

A futuristic sports game created for the Sony PlayStation that's part hockey, part racing, and part insanity. It's an action-packed, real-time 3D gaming experience like no other.

Have a ball

if you can.

Players compete for the Plasmorb.

Which is sort of like a ball. Except that it totally disregards the laws of gravity.

You can't kick it, dunk it, or catch it.

So how do you control it? Jump into



PRETTY BRIGHT.

your hovering Rotofoil, grab onto the Plasmorb, and blaze it into your opponent's goal.

You're not alone. Of course, your opponent is trying to do the same thing. And, that's when all the fun begins.

The competition will be fierce, fast-paced, and frenetic. Whether you compete alone, in single-player mode, or in two-player mode via split-screen. But, however

you play, you're in for the most action you've ever had. In this galaxy, or any other. **BallBlazer Champions.** With anti-gravity arenas, blazing thrusters,

cloaking devices and nitroid injection systems, it's the way sports will be played in

the future. So, you better start practicing now.



You shoot, you score! You'll taste the thrill of victory as you launch the winning goal.



Earn the title of Master Blazer, and you'll bask in the glory of piloting the Ultimate Rotofoil.



<http://www.lucasarts.com>



DARK LIGHT CONFLICT



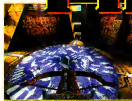
Dark Light Conflict is the recent development from Electronic Arts. The game features realistic 3-D space combat with over 50 missions. Other notable features include realistic lighting effects with lens flares and multilight sources such as suns, weapons and navigation lights. There is also an encyclopedia of customized fighters to choose from. And for the player with his or her mind bent on destruction, there are 15 unique weapons to experiment with on the opposition. Power-ups and cloaking devices also abound in the stages.

With all of these features, it's obvious Dark Light Conflict has a good amount of action, but what about game depth? Well, besides striving to become the perfect fighter pilot, you—as one of a handful of genetically created humans—also have to learn the language and customs of the strange alien allies of the Repton clans. Here is where you are required to gather intelligence that is imperative to your survival.



SYSTEM	RELEASE DATE
	April
	THEME
	Action
PUBLISHER	SIZE
EA	CD-ROM
PLAYERS	% COMPLETE
1	N/A

HEXEN II

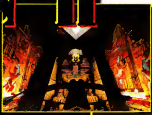


Activision might have scored a big hit by acquiring the rights to Hexen II, a new first-person shooter. Hexen II will be based on an enhanced 3-D Quake engine, which was created by id Software (who is responsible for the first-person shooter craze with their big hit Doom).

This sequel to another id hit, Hexen, looks so far to be leaps and bounds over its predecessors. As you can see from these early screen shots, Hexen II looks like nothing you've seen before. There will be 30 levels of intense action. You will visit places like medieval towns, cathedrals and catacombs as well as Egyptian tombs.

Taking advantage of the true 3-D engine, Hexen II will also allow gamers to swim, run and fly around the massive levels.

New character classes up the replay value even more. Now players can choose to play as a paladin, crusader, necromancer or assassin. Each class has its own unique set of abilities and weapons. With five weapons per class (some of which can be upgraded to pack a more powerful punch), gamers will have the chance to deal out death and destruction with the help of over 30 different weapons.



PUBLISHER	SYSTEM	THEME
Activision		First-person shooter
RELEASE DATE	PLAYERS	SIZE
October	1	CD-ROM
		% COMPLETE
		N/A



THE SUSHI-X FILES

No. 2

A guide to the weird, offbeat stuff *EGM* couldn't print...until now!

Butt-Kickin' Strategy

This Titan arcade-system wonder has arrived for the Sega Saturn. This one- or two-player fighting game takes the gameplay in titles such as *Double Dragon* and elevates it to the 32-Bit domain with a speedy 3-D engine. Sega has supplied *EGM* with a moves list; we put a **Q** next to the most useful attacks:

DIE HARD

Arcade

MOVES KEY

Moves with an asterisk (*) have different animation for player two.

- H** neutral (don't move)
- L** move left or right
- V** push down on joystick

- D** move toward enemy
- U** move up or down
- W** move away from enemy

- P** Punch (A button)
- K** Kick (B button)
- J** Jump (C button)

- Q** Hold button or joystick
- S** Let go of button/joystick
- T** As enemy is grabbed

- Q** Do while in the air
- Q** Do just before landing
- Q** Do while getting up

Jumping Attacks

- J+P** Jumping Uppercut
- J+K** Jump Kick
- V+J+P** Dash Elbow
- V+J+K** Jumping Double Back Kick **Q**
- V+P** Swing down on an enemy
- V+P** Double-handed Swing
- V+K** Diagonal Kick
- V+K** Double-rolling Heel Kick ("screw kick") **Q**
- V+P** Elbow Drop
- V+K** Knee Drop

- P** Slide Punch **Q**
- K** Sliding Kick **Q**

Running/Dashing Attacks

- V+P** Elbow
- V+K** Groin Kick ("back fist")
- V+P** Run toward enemy
- V+P** Tackle enemy **Q**
- V+P** Jumping Kick **Q**
- V+K** Back Roll **Q** (better than turning your back on a foe)

Emergency Attack

- P+K+J** Hurricane Kick **Q** (combo breaker)

Special Situation Attacks

- QPKP** Giant Swing **Q** (loads down multiple foes)
- QPKK** German Suplex
- Q+P+Q** Rising Uppercut **Q**
- Q+K+Q** Groin Kick **Q** ("rising sweep")
- Q+J** Jump to a standing position
- Q+P+Q** Roll to a standing position
- Q+P** Backflot (attack turns the character around)
- Q+K** Side Kick (attack turns the character around)
- Q+P** Dash Uppercut
- Q+K** Somersault Kick

- ### Best Combo Attacks
- H+PPPPK** Triple Punch/Jump Kick **Q**
 - H+PPPK** Triple Punch/Rolling Heel Kick

- H+PPPK** Triple Punch/Knee Kick
- H+KKP** Double Kick/Body Blow
- H+KKK** Double Kick/Back Kick

- H+KKP** Double Kick/Double-handed Uppercut
- H+KKK** Double Kick/Front Kick
- H+PPK** Double Punch/Foot Sweep



QUICK TIPS

- Gather all available health boosts and gun ammo before killing the final enemy in a stage. After the last enemy is killed, the computer will whisk you to the next level immediately.

- Against multiple foes, always attack gun-wotors first (when unarmed, they can't hit you from afar).



- Deep Scan, the mini-game within Die Hard Arcade, can help you get more credits—up to 99. Keep your eyes peeled for red subs, they're big bonuses.

- For an easier time with two players, turn off the "Friendly Hit" option before starting. With it off, players can't hurt each other.

Read the Fine Print

WARNING!

Do you ever read those warning notices that come with your video game systems? We didn't think so. To help inform you, the consumer, **EGM** is reprinting some video game system warnings you should know about—but probably missed...

from the **SONY PLAYSTATION** manual



Sorry says: Don't use a plugged-in PS near water.
EGM says: Skippydipping with your PS is strongly discouraged. Or, I'm going to wash that gray system right out of my hair. (Shirley exclaimed: "We don't know her real name; we're just using Shirley's name because she's pretty cool.")



Sorry says: Never block the PS cooling slots.
EGM says: Don't get fresh with the PS on a first date—wait four dates, then make your move!



Sorry says: Never put objects into the PS.
EGM says: Don't get fresh with the PS on a first date—wait four dates, then make your move!



Sorry says: Always clean your PS with the system unplugged. (Shirley here is a real neat freak...)
EGM says: A talking electrical outlet! Run for the hills! Hide your valuables! Call a home exorcist!



Sorry says: If water gets into the PS, please take it to qualified service personnel for service.
EGM says: Singin' in the Rain with your PS not only infringes on the copyright of a famous song and movie scene, but it also certifies you as a nut. Repeat after us: The PS is not my imaginary friend, the PS is not my imaginary friend...



Sorry says: Call qualified service personnel if you drop or crack the PS. (Shirley's a phone addict!)
EGM says: Notify authorities immediately if you suspect your PS is taking steroids. I mean, look at the size of that system and controller now!



Sorry says: Only qualified technicians should try to take apart the PS for repair. Got it, Shirley?
EGM says: No matter how desperate you are, don't try to turn the PS into a Tickle Me Elmo.

from the **PS** and **SEGA SATURN** manual



Sorry and Sega say: Take care when moving electrical equipment on wheeled carts.
EGM says: Stick men are prohibited from placing their systems on stilts and worshipping them as false idols. (This goes for human beings, too.)

from the **NINTENDO 64** manual

Curiously, the N64 came sans picture warnings. Oh well! **EGM** suggests the following label* on all N64 boxes:

WARNING: The surgeon general has determined that a lack of games may be hazardous to your N64's health

Shh! Secret! Hush!

RYU-SUE-KEN!

A highly reliable source** has unearthed secret plans in beta versions of top fighting games that—for whatever reason—aren't or will not be in production versions of these games. Remember...people died getting this news to you!

RYU IN COURT



Street Fighter III: Here's the story line: Ryu obtains a patent for projectile attacks. So, when any enemy uses a projectile against Ryu, he can counter with a fiery lawsuit. The name? Ryu-sue-ken, silly!

If you happen to find any other "moves," inform Sush-X pronto. We just might print them or put them in a video game ourselves!

IT DIDN'T FIT



Killer Instinct Gold: Woe to any foe who sees Orchid try on a Wonder Bra™! The resulting silicone-driven projectile (the bra) instantly shaves half off the life bar. It was called Orchid's Ultra Tight Squeeze.

LEI'S 10-HIT



Tekken 3: Now that Jackie Chan is a huge hit, Namco revised Chan wanna-be Lei Wulong's 10-hitter. It now ends with Lei whipping cans of Mountain Dew at his hapless foe—the Chan's commercial.

Win, Lose, or Draw!

SUSHI-X CIRCUS

By Shawn 'Shafty' Smith



"And I thought all Sush-X did on the weekends was train as a ninja and play Street Fighter III!"



Mr. Smith likes to hang out and play video games, but most of his free time consists of drawing and painting. He just recently had the horns implanted and plans to keep them "if things go well."

*All game prices listed are in US dollars and may vary by region.

**Source: EGM's highly confidential source who has provided EGM with the most accurate and up-to-date information available. EGM is not responsible for any errors or omissions in this article. EGM is not responsible for any errors or omissions in this article. EGM is not responsible for any errors or omissions in this article.

TOMB RAIDER

HAVE YOU
GOT YOURS YET?

If you know **Tomb Raider**, you know why **Lara Croft** is the #1 cover girl in gaming. No other game has won more awards, sold more copies, or kicked more ass. Hardcore gamers have made **Tomb Raider** the undisputed megahit of the year. Have your got yours yet?

Game of the Year

-PS Extreme

Game of the Year

-Game Fan

Game of the Year

-Computer Player

Action Game of the Year

-PC Gamer

Adventure Game of the Year

-Ultra Game Players

EIDOS

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www.tombraider.com



PC
CD



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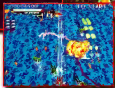
Lara Croft, gaming's #1 covergirl.

PROTOS

RAY STORM

If you feel it's about time we get a good ol' fashioned shooter back into our mix, it might be a good idea to look for Sony's latest shooter Ray Storm—published by Spaz, a new division of Working Designs. This title combines classic elements of shooter excitement (multiple weapons and power-ups) with beautiful graphics and stunning sound. Ray Storm uses an auto-locking feature on its ships for those elusive enemies. This gives your ship extra potency against enemies that are up-close and personal. Just run the crosshairs over an enemy and watch a missile target the lock you have on him. Ray Storm doesn't have a whole lot new in terms of originality, but the combination of great shooter elements is what really make this one favorable. And you thought sprite-based games were all but gone in a time when polygons reign supreme.

PUBLISHER		SYSTEM	GENRE	
Spaz			Shooter	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
May	1 or 2	CD-ROM	88%	



From the creators of Fade to Black comes Moto Racer GP. It features eight different courses from around the globe including tracks from The Great Wall of China, a snow course, a dirt arena and city streets. The cycles are accurately modeled after real Kawasaki and KT bikes, each with its own variation of acceleration, top speed and handling. There are three different modes of play in Moto Racer GP. They include a Practice Mode for the new players, a Single Race for those looking for a quick thrill and Championship Mode for the experienced racers seeking to continue their riding career. All of the tracks can also be raced in "Reverse" Mode, doubling the number of useable tracks.

As of this time the graphics are surprisingly sharp through all of the stages. The action looks to be as exciting and fast-paced as a real motorcycle race, but with a lot less personal injury. Take all of this excitement and mix in another player and anyone can see how this title can keep a smile on gamers' faces for a long time to come. Now, the only downfall to all this is that we aren't going to see it until the latter part of '97.

SYSTEM	RELEASE DATE
	August
	GENRE
	Racing
PUBLISHER	SIZE
BVMG Interactive	CD-ROM
PLAYERS	% COMPLETE
1 or 2	N/A

MOTO RACER GP



See, in VMX Racing,™ both you and your bike have fully articulated bods, which means infinite opportunities to sling soil. And VMX has lapped those other Motocross games with the hauliest enduros and stadiums in the country. We've road tested and totally 3-D repro'd 6 tracks including San Jose National (watch that radioactive waste), and Tijuana (think of yourself as a Mexican jumping bean on



full throttle). And for the ultimate visceral experience: **4 different points of view.** So when you kick out the ass-end of your 250 and pop it through the hole-shot, you can practically taste exhaust. Trick out your ride with moves like the table-top and the knock-knock, and your competition can taste humility.

So hit the dirt. 'Cause once you rev up VMX, it's sure as hell gonna hit you.



<http://www.playmatestoys.com>



Why go out for mud when you can have it delivered?

VMX
RACING



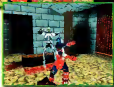
PROTO SPAWN



Note: Deals with the devil never work in your favor. With that out of the way, *Spawn* for the PlayStation looks like one of the few comic-inspired games to actually be worthwhile.

From what we've seen thus far, *Spawn* looks similar to *Tomb Raider* with fighting aspects of *Tribal No. 1* (in the Quest Mode, that is). The graphics are what makes *Spawn* stand out at this step in the development process. Realtime lighting effects give an eerie feel to the levels.

Wonder if Todd McFarlane is actually working on the project? Gamers and fans of the comic should be pleased to know Todd is making sure the "attitude" of *Spawn* is intact. Although there is a lot that can change, Sony is on the right track with this upcoming title.



SYSTEM	RELEASE DATE
	August
	THEME
	Action
PUBLISHER	SIZE
SCEA	CD-ROM
PLAYERS	% COMPLETE
1	N/A



You may be wondering: Why another *Bottom of the 9th* when the first one (released last spring) is still leaving a favorable taste in your mouth? Well, the answer is: improvements. In this '97 edition, players

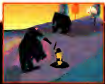
can expect more stadiums and more camera angles. The 3-D batting interface has also been improved, and they have even included night games in the season roster. A simpler Season Mode is another scheduled addition. *Bottom of the 9th '97* even acquired an MLBPA license. As spring is slowly creeping up on us, what better way to spend your time than playing America's favorite pastime.



PUBLISHER	SYSTEM	THEME
Konami		Sports
RELEASE DATE	PLAYERS	SIZE
July	1 or 2	CD-ROM
		% COMPLETE
		N/A



BOTTOM OF THE 9TH '97



From the developers of *Aquanauts Holiday* comes a Stone Age title where you are in control of a caveman who must take care of his village. Within the game, you have to complete many tasks as village leader which include foraging for food and defending your village from wild beasts such as mammoths. One interesting feature

is how your village develops differently depending on the outside forces. Some of these forces are in your control and some are not. Even the smallest decisions such as the food you feed your people is an important deciding factor in how your tribe develops. All in all, *Tail of the Sun* is an entertaining title that will keep players snickering while they try to plot for the survival of an entire tribe.



SYSTEM	RELEASE DATE
	April
	THEME
	Adventure
PUBLISHER	SIZE
SCEA	CD-ROM
PLAYERS	% COMPLETE
1	N/A

TAIL OF THE SUN

A high-angle photograph of a baseball game. The pitcher is in the middle of his windup on the mound. A batter is ready at home plate. In the foreground, a fielder stands near first base. The stands are packed with fans. A red box with white text is overlaid on the center of the field.

You can almost smell
the freshly cut grass.

**The hot dogs.
The pine tar.**



Exclusive **Pitching Meter** lets you control your wind-up and release like an ace reliever. Feel the pressure on the mound that it takes to throw big-league pitches.



Unique **Batting Meter** lets you keep your eye on the ball and control the power in your swing...everything it takes to find the sweet spot and "park one."



On-the-fly **3-D environment** and free-moving camera give you the action from field level in 28 authentic stadiums. **Accelerated animation** provides the smoothest, fastest graphics for the most realistic baseball action.



Superior **Artificial Intelligence** creates over 800 MLBPA players and prospects who think, move and play like the pros, based on up-to-date player statistics by **STATS Inc.** It's your average against theirs. And they didn't come to the majors to lose.



"...unprecedented control."

-ELECTRONIC GAMING MONTHLY

**The most realistic
gameplay ever.**



STATS

**01 of 02
PLAYERS**

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The fear.

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PROTOS

SUICIDE RUN

MGM's newest fast-paced shooter for the PlayStation forces the player into a plot where he/she has to blast his/her way through hordes of worker droids gone awry. Viewed from a top-down perspective and armed with cybernetic armor, players "morph" into their defeated enemies' bodies and inherit their increasingly powerful characteristics and weaponry. This arsenal includes grenade launchers, multishot lasers and plasma cannons. During the course of *Suicide Run* (previously known as H.O.S.T.), players can morph into more different droids, each sporting three deadly weapons.

Movement is experienced in 360-degree range of firing within 14 different multilayered 3-D environments. Some of the stages range from an Earthly swamp level to an alien homeworld. For techno fanatics out there, *Suicide Run* also boasts an awesome collection of music for keeping interest high during play.

PUBLISHER		SYSTEM	THHEME	
MGM Interactive			Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
May	1		CD-ROM	N/A

LOST VIKINGS !!



The Super NES hasn't thrown in the towel yet as *The Lost Vikings* return for more action in '92. This time, players can expect to make more allies including a dragon and a wolf in their adventures. They will also use their custom talents to get them through all-new levels of obstacles. You still can only control three Vikings (or characters) at a time, and these are based on the mission parameters. Sometimes you may start out with two vikings and have to acquire another character in your mission. Ready for round two?



From Natsume comes *Harvest Moon*. It is a small character RPG that is filled with an above-average story and plenty of conversation. There are multiple areas to explore including many different towns and buildings both large and small inside of the walled cities. Your progress is gently guided through the adventure but not so restricted that it feels like you are just watching a movie and pressing buttons. Graphics are reminiscent of early Super NES games, but are not really needed to be all that impressive due to the player's attention being drawn to other areas of the title, mainly the story. Sure it's not going to give *FFVII* for the PS a challenge, but it's a thrill to play in its own right.



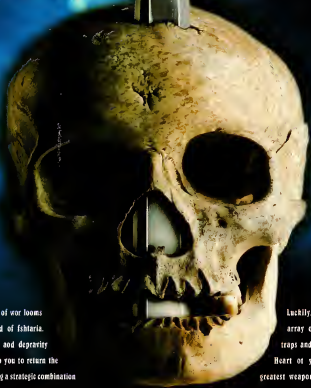
PUBLISHER		SYSTEM	THHEME	
Natsume			RPG	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
May	1		16-Meg	100%

HARVEST MOON

SYSTEM	RELEASE DATE
	April
	THHEME
	Action
PUBLISHER	SIZE
Interplay	8-Meg
PLAYERS	% COMPLETE
1 or 2	100%



IF YOU DON'T USE YOUR HEAD SOMEONE ELSE MIGHT.



The spectre of war looms over the peaceful land of Ishtaria. Terrorism, corruption and depravity run rampant. It's up to you to return the land to democracy, using a strategic combination of wits, muscle and magic. It's an epic confrontation that unfolds on multiple, glorious, 3-D isometric battlefields.

Luckily, you have an awesome array of weapons, spells, booby traps and The Great Sword Vandal-Heart of your command. Plus the greatest weapon of them all-your brain. Enter the world of Vandal-Hearts. Where a sharp sword is no match for a sharp mind.



Classic RPG Combat



3-D Isometric Battlefields



3-D Magic & Spells



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VANDAL-HEARTS

Hit his heat...





ALL 26 3-D RENDERED
MAJOR LEAGUE™ STADIUMS



PHOTO REALISTIC PLAYER GRAPHICS



PLAY BY PLAY CALLS
FROM JON MILLER

...or join his fan club.

We could tell you that **ALL-STAR™ BASEBALL '97 FEATURING FRANK THOMAS™** has every feature you ever wanted (because it has). But every ball player will tell you he can hit. Or pitch. Or field. It's how you play that matters.

Just like an All-Star, we're bringing you the complete package. Intuitive. Fast. Accurate. Consistent. And multi-talented. Because an All-Star isn't just a pitcher. He's a fielder, too. An All-Star isn't just a batter. He's a threat to steal. An All-Star isn't just a catcher. He's a pitching coach. An All-Star is a workhorse. And a stallion. An All-Star is a player. All the time.



FULL SEASON TEAM AND
PLAYER STATS



TRADE PLAYERS BETWEEN TEAMS



A PERFECT GAME



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REVIEW CREW



BLAST CORPS

GAME OF THE MONTH

SYSTEM: N64

PUBLISHER: NINTENDO

CATEGORY: ACTION

BACKLIP: BATTERY

BEST FEATURE: LOTS O' LEVELS

WORST FEATURE: HICK MUSIC

ALSO TRY IT: UNIQUE



SHAWN

Now that Shawn has adjusted to the new Review Crew format, he can spend more time with his favorite titles. His recent trip to talk to Todd McFarlane about the based on *Spawn* was "like some crazy dream come true." His drawings scattered about the magazine make him feel important.

CURRENT FAVORITES
Blast Corps
Doom 64
Scarlier
Dragon Force
FAVORITE GENRE:
Action



DAN

We all know that Shoe isn't crazy about Doom games. But with a Net Linkable Duke Nukem 3D coming up, will it change his mind? He is a big fan of deconstructing actual people after all the love network Duke 3D. Shoe's also been a bit ornery because he hasn't seen a Street Fighter III on cast anywhere yet. He wants to play it!

CURRENT FAVORITES
Worldwide Soccer '97
Blast Corps
Mario Kart 64
Starbabe Force
FAVORITE GENRE:
Strategy/Puzzle



CRISPIN

Cris tucked us all off this month when he hailed Blast Corps into the EGM conference room and played it on the big-screen TV we hide there. He cranked that sucker up so loud that cars outside were slowing to hear the explosions. Cris kept on talking us. "It's too loud, you're too over 'Yeah right, whatever you say, Mr. Freedom Rock."

CURRENT FAVORITES
Blast Corps
Wing Commander IV
Brainina Force
Albert Odyssey
FAVORITE GENRE:
Role-Playing



SUSHI-X

Sushi's been a little depressed over the lack of any substantial Bosses in SF3, so he was quite pleased to see the reactions from his little "joke" last month. Also, he wants your feedback on the raging SF3 debate e-mail your take to the SF3 store in South Xin-dome, with the subject heading, Street Fighter III Debate.

CURRENT FAVORITES
Street Fighter III
Mario Kart 64
Darkstalkers 3
Tekken 3
FAVORITE GENRE:
Fighting

CRITICAL RATING
10—PERFECTION
9—VIRTUALLY FLAWLESS
8—SPLENDID
7—WORTHY
6—GOOD, NOT GREAT

5—AVERAGE
4—RENT FIRST
3—TIME-WASTER
2—NOT EVEN RENT
1—FLUSH IT

The Review Crew rates each game by national consensus. Awards are given to games that average in the top 10 percent of the overall scores, which are displayed behind each review, and below is how the games compare to other titles on the same system.

EDITOR'S CHOICE

Silver Awards are granted to games with a total average score of eight, while games that average nine or above receive Gold Awards.

Blast Corps is the most intense game ever made...at least most of the time. You'll spend half the game on the edge of your seat, smashing and blowing stuff up with a collection of whacked-out Tonka trucks, trying to clear a path for a rolling, tube-holding semi. If the errant trucks suddenly knock into a structure you left standing, then KABOOM! Thank you, try again later. It's a silly premise, sure (why doesn't someone just turn off the bomb truck—DUH!), but originally it is one of the game's strongest points. And there's more to Blast Corps than mindless destruction and pretty explosions; it often demands some good "puzzle-game head scratchin'." Sometimes you have to shove around crates of TNT to take out sturdier structures, fill potholes with slabs of concrete or transport your vehicle to different parts of a level via a crane, tram or slip. But the real puzzle is figuring out how to topple the buildings fast enough so that you can stay one step ahead of the bomb carrier. Blast Corps picks 12 vehicles—from a tumbling robot to a missile-launching motorcycle—which you'll gradually stumble upon throughout the game. Most smashing machines have a special power that you must learn, and the first 20 levels

act almost as a tutorial for newbie drivers (trust me—it'll take a while to master the power-sliding dump truck). The other half of Blast Corps—the exploration side of the game—is much more laid back. Once you complete a level, you can hop back in to relax and explore it at your leisure, looking for hidden vehicles, more buildings to smash, radar dishes and lost scientists. Finding all these secrets opens up bonus levels, which have you racing cars, destroying more buildings—even smashing a lunar base. (And just wait until you see the level that pays homage to Pac-Man, complete with colored bulldozers as the ghosts!) With all its normal and bonus levels, Blast Corps picks more than 60 stages (fortunately, you can save your progress to the cartridge). And while the anti-aliased landscapes are incredible (especially their sense of depth) and the bonus stages are DK, the game's greatest strength is the palpable sense of suspense it creates as you watch the semi rolling closer to a stubborn structure. You punned the house but it doesn't crumble. The semi's closing in. You slam the building again, but it still won't fall. The semi's nearby on it! We're gonna die! Thank you, try again. —CRISPIN

I'll admit it. I'm a starving Nintendo 64 player. If I try anything that comes through at this point. Even though I'm a little desperate, I do have to say that Blast Corps is a real winner. Needless to say, the graphics are excellent. The sound, although it's nothing I'd want on CD, fits the game well and really builds up the tension, although I don't like the jwheep song at all.

What impresses me the most about Blast Corps is the variety—in many ways. First, all of the vehicles to choose from; second, all of the secrets to discover and last, all of the different styles of levels to play through. Still, what it comes down to is level after level of destroying stuff which might get old. Overall, this one is a definite buy. —SHAWN

Don't judge a book by its cover, right? Well, when I first saw Blast Corps, I thought that it looked extremely boring. It's a good thing that I had to review it, because I discovered that it was very fun to play. It's the type of adrenaline-pumping, addicting experience that will make you say, "Just one more round," or more likely, "Let me give that last round one more

shot." The game is definitely challenging, and you'll have to retry some levels over and over (but you'll have fun doing it). The variety keeps the game interesting, and the action never gets old. The graphics and sound are also killer. It may not be for everyone, but I got hooked. Don't miss out (like I almost did) on this sleeper. —DAN

Blast Corps is kind of a shocker for Nintendo, considering the premise of pure destruction and all. But still, they've managed to pull off a truly unique game, with enough levels to keep you smashing for a few weeks without getting bored. The vehicle variety was very good, and overall the game feels a little like Pilot Wings 64, except on the ground. There's really

only one major stumbling block that keeps it from getting a much higher score from me, the repetitive gameplay. After all, here's a game totally about nothing but destroying buildings. Sure there are side missions like rescuing the scientists and finding radar dishes, but those elements seem placed as an afterthought, not an enhancement. —SUSHI-X

10 VISUALS

9 SOUND

9 INGENUITY

9 REPLAY

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SYSTEM: N64

DOOM 64

PUBLISHER: MIDWAY



CATEGORY: SHOOTER

BACKUP: PASSWORD/PAK

BEST FEATURE: NEW GRAPHICS

WORST FEATURE: IT'S STILL DOOM

ALSO TRY: TUROK

I'm not about to pawn this one off as just another Doom clone...but this applies for more than one reason. First, the graphics are simply stunning—the original Doom crew wish they could've done what Midway did. The artists and programmers at Midway know what the hell's going on when it comes to Nintendo 64 hardware. Second, Doom 64 is Doom. Now before you scratch your head, let me explain. Some of you may want to see your space Marine jumping around or swimming underwater. Purists wouldn't want these features added because Doom wasn't about that stuff. I'd like to agree with the purists. It so happens I'm in Doom and Quake as Quake. This way, I know what I'm getting into without having to relearn anything about a title I'm comfortable with. Since all that's changed is the art style, the levels, a couple of monsters and a couple of weapons, I'm not about to complain. Plus, the challenge level is turned way up. The only problem I have is that it's a first-person shooter. It does a great job at that, but the genre is saturated—I'm about ready to play something else quite honestly and that's not because Doom 64 is a bad game. For anyone who never really got into Doom-ish games because "they're too blocky up close," this one's a definite buy.

—SHAWN

Don't forget, I do have a personal bias against first-person shooters, so please disregard this review if you love 'em! Doom 64 has the best-looking levels and the most awesome music yet for this type of game. But the enemies are very predictable (in behavior and location). After you get over how pretty Doom 64 is, you may get bored with its repetitiveness.

—DAN

Sure, I was a little disappointed that Midway scrapped the Four-player Mode, but this is still the best version of Doom ever. The game's level design is top-notch, and the castles and dungeons look amazing. Doom 64 is jammed with atmospheric touches, too, like thunder and fog effects. If only you could jump and look around, but then it would be Quake.

—CRISPIN

Doom 64 is a game that really shows off what the N64 is capable of. The antialiased texture-maps are absolutely gorgeous, and will have PC gamers drooling over the quality I enjoyed being treated to the new super weapon and truly devious new Boss, so all Doom fans will want this one in their collection. Too bad the Doom engine is outdated.

—SUSHIX

SYSTEM: SATURN

SCUD

PUBLISHER: SEGA SOFT



CATEGORY: ACTION

BACKUP: NONE

BEST FEATURE: GAMEPLAY VARIETY

WORST FEATURE: A FEW DULL LEVELS

ALSO TRY: VIRTUA COP 2

Based on the popular comic book, SCUD starts you off with a nicely rendered cinema explaining the current story. SCUD is fairly original as far as light gun games go, since you can play without a light gun. The side-scroller version of SCUD is pretty weak, however, and really hurts the overall scoring. In order to enjoy SCUD, you will have to run out and buy at least one light gun, but I recommend two to maximize your fun. Once you're properly equipped, give the One-player/Two-gun Option a shot. I quickly found myself enjoying this mode, since reloading is handled easier, and there's nothing like blasting two sides of the screen at the same time! The graphics are pretty good, as expected, but you'll probably not care for the corny background music, which seems more like cartridge-quality. I would have liked to have seen a larger variety of enemies too, especially considering how long the levels are. While SCUD isn't about to replace games like Virtua Cop 2, it certainly can hold its own with the growing crop of light gun games this year. One interesting thing to note: While the Two-gun Option is cool, it actually allows you to fly through the game with ease, so if you're looking for a challenge, you'd better stick to one gun. Oh yeah, look closely for the sight guns in every corner.

—SUSHIX

Sometimes games inspired by a comic book are better left in the comic world—that's how I feel about SCUD. It's above average, but it's nothing to write home about. The graphics and control are decent, but the light-gun portions aren't all that fun (except when you go gung-ho with two guns). The concept was outstanding, but I'll stick with the comic.

—SHAWN

A light gun game that's much longer and provides more replay value than its competition? What more could you ask for? SCUD also has unique features (the best being the One-player/Two-gun Mode, though it's too easy) and plenty of strange humor (this is one twisted game!). The levels get very long and repetitive, and that hurts the score a bit.

—DAN

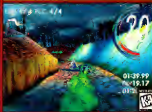
SCUD is the best reason to buy (or at least borrow) two light guns. The one-player, dual-gun game is way cool and often very intense (you try aiming two guns in two directions at once!). And the two-player, side-scrolling/shooting game doesn't disappoint, either. A few levels get repetitive, though, and you're often assailed by frustrating automobile hits.

—CRISPIN

SYSTEM: SATURN

SCORCHER

PUBLISHER: SEGA



CATEGORY: RACING

BACKUP: SYSTEM

BEST FEATURE: SENSE OF SPEED

WORST FEATURE: INSANELY HARD

ALSO TRY: WIPEOUT

I'm going against the rest of the Crew on this one, as I didn't enjoy Scorcher in the least. Only the fast graphics and near-perfect polygonal effects save this game from the depths of coaster-dom. Even after getting used to the ridiculous control, I found that Scorcher still had no depth. Without a Two-player Option, Scorcher is an empty game with no redeeming qualities. Racing against the three computer players just isn't fun, as they seem placed for no other reason than to pace you. I was excited to give Scorcher a whirl, but imagine my surprise that there was no challenge other than avoiding potholes and tight turns. The tracks themselves are rendered DK, but the collision detection is outrageous. I laughed when I barreled through a barricade, but was stopped cold by a skinny light post. There aren't even any shadows to help guide you when airborne. Also, the super speed-ups are useless for the most part, as you must begin to brake the instant you hit it, lest you fall off into the horizon, and back to last place. I was very disgusted at the poor light-gun responsiveness, which has a noticeable delay, then an exaggerated pull right or left, sending you careening off the track in most cases. I'll leave this electrified hamster ball race to my merry little friends.

—SUSHIX

If I went with my first reaction to this one, I would have given it a low score, but with continued plays, I ended up liking Scorcher. The graphics and music are great. It reminds me of a Marble Madness-meets-WipeOut XL-type of game. The control takes some getting used to—that's for sure—and the break-up is annoying, but it's a pretty cool title overall.

—SHAWN

Visually, Scorcher holds its own. Its level design has a great, unique look to it. The animation is also perfectly smooth, even at high speeds. The game is not for the impatient. Sometimes, you move so fast, you will inevitably fly off the track. Through practice, this game can turn from frustrating to fairly good. Missing is a Two-player Mode.

—DAN

Most gamers are gonna hate Scorcher the first few times they play it. This game punishes its newbies with the toughest, most obstacle-ridden tracks that ever coursed through a racing game. But if you stick with it, learn when to zig and when to zag, the game becomes very rewarding. And the sense of speed in First-person Mode is amazing, too.

—CRISPIN

8 VISUALS **10** SOUND **3** INGENUITY **7** REPLAY

6 VISUALS **9** SOUND **9** INGENUITY **7** REPLAY

7 VISUALS **8** SOUND **7** INGENUITY **7** REPLAY

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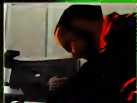
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SYSTEM PLAYSTATION
WING COMMANDER IV
 PUBLISHER: ORIGIN



CATEGORY: FLIGHT COMBAT
 BACK-UP: MEMORY CARD
 BEST FEATURE: COOL MISSIONS
 WORST FEATURE: CONTROL
 ALSO TRY: MECHWARRIOR 2

If you feel you were burned instead of blown away by EA's shoddy PlayStation version of Wing Commander III, then buck up, space cowboys, cuz the console conversion of WCIV is nearly right on target. This time, instead of delivering a straight port of the PC title, EA has brought us a Wing Commander that feels more at home on the home system (and this time the collision detection's nearly intact). The ships' HUDs have been redesigned so they're easier to read in the TV's lower resolution. And players have the option of choosing a simplified control scheme, which makes many of the communication and combat tasks automatic (of course, players kosh on the PC game's sim feel can stick with the more button-intensive controller modes). But while WCIV packs console-friendly additions, it remains true to the excellent PC original. Players still get seven different fighters to fly and a total of 50 missions (although the planet-based missions of the PC game have been replaced with space-only sorties). A few scenes of the lengthy movie were cut so that the game could fit on four CDs, but the story is still intact and the FMV looks sharper than ever. Better still, WCIV supports Dolby Surround Sound, so you can crank it up and rock your house with every laser blast. **-CRISPIN**

First I should mention that flight games, whether in space or on the Earth, have been far from my favorite genre. With that out of the way, Wing Commander IV is a lot of fun—even with its complex control. What really helped me to get into it was the story line and cut scenes. I also like the various options to make the game more arcade-esque. **-SHAWN**

WC4 is an example of packaging (meaning the game, not the box) done so well, that you can't help but enjoy the game underneath. The FMV (and its special FX and acting) is the best I've ever seen. The choice of full sim or arcade controls is also a nice added feature. Get this if you want an above-average action game inside a great movie. WC4 is a must-see. **-DAN**

It's hard to believe that this is one of the most popular PC games to be translated for the console market. The best part about WC4 is the plot, which is second to none. I love watching the awesome movie sequences over and over. Gameplay is non-existent, but with a plot-driven FMV game like this, who cares? This monkey can live with that. **-SUSHIX**

7 GRAPHICS **7** SOUND **6** INGENUITY **6** REPLAY

SYSTEM PLAYSTATION
CITY OF LOST CHILDREN
 PUBLISHER: PSYGNOSIS



CATEGORY: ADVENTURE
 BACK-UP: MEMORY CARD
 BEST FEATURE: ANIMATION
 WORST FEATURE: GETS BORING
 ALSO TRY: RESIDENT EVIL

If I've said it once, I've said it a thousand times: Psygnosis always makes the weirdest darned games on the market. Is this bad? Heck no! Since I'm a little strange myself, their off-center titles make me feel at home. City of Lost Children is an interesting title with great-looking graphics. The cinemas are done well, and the rendered city gives the impression of really being in dirty, semi-futuristic alternate reality. One thing is for sure, seeing the movie this game is inspired by helps a lot (even though the movie could be called "arty" by some). One major problem that bugged me were the background stills where the main character walks around, though nice-looking, can make finding a particular item very difficult. In some cases I was stuck for hours looking for a rope or some other object. Also, the game gets a little slow at times. Not so much in a frame rate sense, but in a boring sense. All of the animation in the title is well done and the characters you interact with are amusing—and sometimes a little frightening! Smaller details, like flowing water near the dock instead of just sound effects, would have been nice. The nonlinear parts were a neat touch—when Miette is thrown in the cellar and when she gets put into the warehouse. **-SHAWN**

This is one of the hardest graphical adventures I've ever played. Without any help, you'd have a hard time knowing what you need to do next to progress in the game. Objects that need to be picked up are lost on the (albeit beautiful) backgrounds, making things more difficult than they need to be. A unique game that masochists should check out. **-DAN**

CoLc is heavy on atmosphere but lean on fun. The game's plot drags along, and items are often a chore to find since they don't stick out much from the pranderred backgrounds. Still, the game's film noir feel is pretty cool. It's a touch of sophistication missing from most adventure games. If you're into high-brow adventures, then go for it. **-CRISPIN**

City of Lost Children appeals to me for the plot more than the gameplay, since it is tied so closely to the popular foreign film of the same name. In fact, I recommend you rent the movie and watch it for clues on what actions you need to perform and when in the story's timeline. I think you'll enjoy the game, though it can't be slow and tedious at times. **-SUSHIX**

8 GRAPHICS **7** SOUND **5** INGENUITY **2** REPLAY

SYSTEM PLAYSTATION
BATTLE STATIONS
 PUBLISHER: ELECTRONIC ARTS



CATEGORY: ACTION
 BACK-UP: NONE
 BEST FEATURE: CONCEPT
 WORST FEATURE: DIFFICULTY
 ALSO TRY: RETURN FIRE

Battle Stations is a game of could've beens. It could've been a way-cool realtime strategy game. It could've been a true-to-spec sim of ship-to-ship combat. Heck, it could've been a Navyfied version of the Strike series (what I had hoped for). Instead, it's a repetitive, overly difficult fighting game that demands little strategy and lots of button pressing. The game's instant-action Arcade Mode, surprisingly enough, involves the most strategy. It lets you choose one of eight ships to battle the computer's chosen vessel. And since the key to success is discovering which craft are best in battle against others, you have to give a lot of thought to which ship—from the speedy patrol boat to the mammoth aircraft carrier—you send into combat. Success in the Campaign Mode, on the other hand, depends more on luck than skill. The game's 10 campaigns are played out on a Map Screen, which shows you the position of enemy ships but doesn't identify what kind they are. You therefore have no idea what type of ship you should send into battle. Only by building a task force do you stand a chance, and even then victory depends on luck. The ship-to-ship battles themselves look nice, but control of the vessels isn't so hot. Be prepared to memorize a lot of button commands. **-CRISPIN**

I really like the idea behind this one, but then I played BS and wasn't pleased with it—specifically the control. Granted I don't necessarily want it to feel like I'm really controlling an aircraft carrier (or any other ship) but the control is really sluggish. Besides this, the game is nearly impossible—even an easy I'm sorry to say that it's mediocre at best. **-SHAWN**

Battle Stations is a perfectly good premise wasted on one of the most simplistic, most juvenile games ever to be found. Any semblance of "strategy" was lost when the designers decided pushing certain buttons at the right time would make a good game. The traditional board game Battleship involves more thought than this sad waste of time. **-DAN**

Like most of the Crew, I have to agree that Battle Stations is not for the serious strategist. Lacking any real strategy elements, you'll quickly find yourself in the same arcade-style battles over and over with more than a little luck needed to win. The battle scenes involve a frenzy of button pushes that cannot be controlled, by design. Duh! **-SUSHIX**

6 GRAPHICS **5** SOUND **4** INGENUITY **4** REPLAY

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SYSTEM: PLAYSTATION
BRAMA FORCE
 PUBLISHER: JALECO



CATEGORY: ACTION
BACKUP: MEMORY CARD
BEST FEATURE: MISSIONS
WORST FEATURE: CHEAP ENEMIES
ALSO TRY: EPIQUEM

Kiesik: The DNA imperative was DK, Epidemic was better; but Brahma Force, the third first-person shooter from Japanese developer Genki, is easily the best of the bunch—although it's not a sequel. It's also not a run-of-the-mill robot-Doom clone. Each level is mission-based, so the game packs a good combo of exploration and action. Most levels have you seeking out and activating switches and finding keys—maybe not the most exciting tasks in the world, but at least you get something to do while blasting and dodging the bad guys. And with its 22 levels, Brahma Force isn't exactly a one-night wonder. You'll have to play some of the later levels over and over until you discover the right path through them (it's a little frustrating, sure, but you get your money's worth). What really makes the game stand out, though, is that you have complete control over how you upgrade your robot. You'll pick up new guns, missiles, shield and armor enhancements, weapon superchargers, bombs and other goodies. While the graphics are good, the control is even better; your robot can even keep up (it couldn't in the two previous games). And since the later levels have you bounding across hovering platforms, Brahma Force at times plays like a badass version of Jumping Flash.
—CRISPIN

The title alone makes me think that this one is going to pack a punch. For its style of play, Brahma Force has a lot to offer. I was never a big fan of the game's like this (robot, mission-based style), but BF had enough to keep my interest for some time. The graphics are great and the missions have a lot of thought put into them. It'd be a good buy.
—SHAWN

Brahma Force does an excellent job of simulating what it'd be like to really be in a mech (as if I'd know what "really" being in a mech is like). The visuals are crisp and seamless. The ability to power up different areas of your mech (either offensively or defensively) is what won me over. My only grip is that the levels needed a bit more variety in them.
—DAN

Brahma Force is an excellent title set in yet another mech-based first-person or duty-like engine. The missions are short-lived as first but increase in complexity as you get further in the game. I like being able to store energy and armor power-ups for later use, as well as the multitude of weapons to choose from. The 3-D map feature is brilliantly done.
—SUSHIX

8 **7** **5** **3**
 GRAPHICS SOUND INGENUITY REPLAY

SYSTEM: PLAYSTATION
THE DIVIDE: ENEMIES WITHIN
 PUBLISHER: VIRGIN



CATEGORY: ACTION
BACKUP: MEMORY CARD
BEST FEATURE: HUGE LEVELS
WORST FEATURE: CONTROL
ALSO TRY: SUPER METROID

Can a video game win a Hugo Award? If companies work on their story line as hard as Radical Entertainment (the developers) did on The Divide, then they would have a shot. The Divide has a deep and involving plot that should instantly pull you into the game. The sad part is, this is not a graphical adventure or an RPG. (Where a good story matters). Outside of this well-crafted sci-fi tale and the excellent music, you'll find that The Divide is only a sub-par action game. The game is done in full 3-D (complete with full freedom of movement), but its frame rate is so poor that perhaps The Divide should have taken it easy on the PlayStation's processor and been made a partial 3-D game (like Pandemonium or Spidee). Or it could've taken Super 3D's route and skipped the texture maps. The choppy animation isn't the only thing hurting this game. The graphics, without a doubt, leave plenty to be desired. The weapon effects and explosions are so unimpressive, it affects the gameplay seriously. Looking past these problems, you can find an average platform game that will neither excite nor bore you. Simply put: The Divide can't compete with the numerous other better-looking and better-playing action titles on the PlayStation. Rest it and see what I mean.
—DAN

This one has undergone some major changes since early demos long ago. It has improved since those, but it still doesn't do much for me. The graphics are pretty good but have a strange, grainy quality. The game has some great ideas but it didn't keep me interested for a long time. It'd be a definite rental with a possible buy if I had extra cash.
—SHAWN

There's nothing about The Divide that'll knock you out of your socks. It's just an average—as well as average-looking—action title that's a little hard to control. Still, the game gives you lots of sprawling, maze-like areas to explore. And you get plenty of cool power-ups for your bot, too. You just have to find them first. But, of course, that's half the game's fun.
—CRISPIN

Honestly, The Divide does excite me, but not in the way you'd think. The three-fourths perspective was interesting, and really shows off the levels nicely, but the gameplay suffers with low gun accuracy. Also, some areas are very large, yet have no enemies or puzzles, causing boredom to set in quickly. Who knows? The Divide could end up being this year's sleeper hit.
—SUSHIX

6 **8** **7** **4**
 GRAPHICS SOUND INGENUITY REPLAY

SYSTEM: SUPER NES
LOST VIKINGS II
 PUBLISHER: INTERPLAY



CATEGORY: ACTION/PUZZLE
BACKUP: PASSWORD
BEST FEATURE: PUZZLES
WORST FEATURE: NO REPLAY VALUE
ALSO TRY: LOST VIKINGS

Lost Vikings 2 serves to remind us that simple, low-key titles can provide just as much, if not more fun than bigger, more prominent 32- or 64-bit games. If you are an action-oriented gamer, or if you are short on the patience department, then you may want to pass this cart on by. Lost Vikings 2 is a slow paced experience that's part puzzle, part strategy. The goal of the game is to maneuver two or three characters at a time through several stages of traps and traps. The beginning levels are full of help boxes (like in Super Mario World) that will teach you the ABCs of navigating through the obstacles. This makes the game so easy to get into, Interplay can forget about a game manual if they wanted. After the initial lessons are over, it's up to you to use your gained knowledge to finish each level. The problem lies in the fact that every stage is very straightforward and linear. This means that there is usually only one answer per puzzle, so it's just a matter of going through the predetermined solutions to finish the game (forget about replay value—you're only going to play this game once). I would've liked for Lost Vikings 2 to offer multiple ways of completing each level, forcing the game to involve a bit more thought than it does. Still, it's a recommended fun time.
—DAN

Not much to say about this one. A couple issues back we reviewed the Saturn one and about all that changed in this version are the graphics and lack of voices (which in the long run isn't a bad thing). Since Lost Vikings 2 isn't about graphics, the strategy aspect is the same in this Super NES version. I still would've liked to see more levels.
—SHAWN

You can't go wrong with the Lost Vikings, no matter what system they're on. This sequel (long past due, if you ask me) packs all the puzzles and personality of the original. The difficulty of the puzzles ramps up perfectly, too. And the oddball characters who add the Vikings keep the game fresh. Heck, it was nice just to hold a Super NES pad again.
—CRISPIN

Let's see, this is Lost Vikings 2, but on the Super NES. That fact alone is enough to earn some brownie points, considering the lack of any substantial new Super NES games. Every Super NES owner who hasn't made the jump to 32-bit will want this solid game, though it's getting a little old in the ingenuity department, with little over its venerable predecessor.
—SUSHIX

7 **8** **6** **2**
 GRAPHICS SOUND INGENUITY REPLAY

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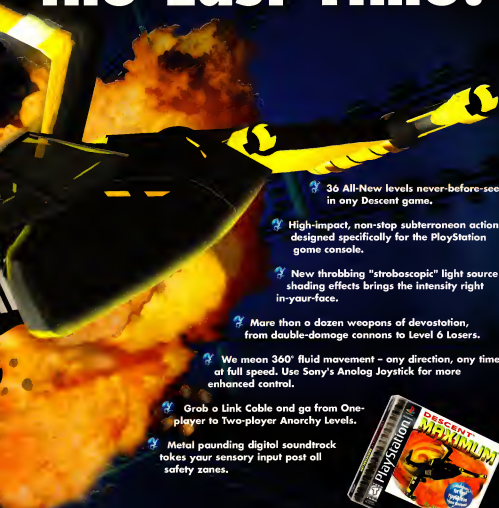
Interplay Website: www.interplay.com

Developed by:

Parallax
Software



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Tricks of the Trade
1920 Highland Avenue, #222
Lombard, IL 60148
or send e-mail to
egmtricks@mcs.com

WIN GAMES AND ACCESSORIES FOR YOUR TRICKS!



If your trick is selected as the Trick of the Month, you will win a free Game Shark provided by the kind people at Interact. If you are given credit for submitting a hot trick in this section, you will win a free game. Game of the tiny text below, so you can get all the details on the free stuff.

NOTE: If you send your trick by e-mail you must include your real name, address, city, state and zip code.

How to Win: To enter, send a trick to egmtricks@mcs.com. The trick must be original and not previously published. The trick must be a "how-to" or "secret" type of trick. The trick must be a "how-to" or "secret" type of trick. The trick must be a "how-to" or "secret" type of trick.

Prizes: The Trick of the Month winner will receive a free Game Shark device. The Trick of the Month winner will receive a free game. The Trick of the Month winner will receive a free game.

Rules: The Trick of the Month contest is open to all readers. The Trick of the Month contest is open to all readers. The Trick of the Month contest is open to all readers.

TRICKS OF THE TRADE

JET MOTO

TRICK OF THE MONTH

OPEN UP ALL THE TRACKS

From the Title Screen, highlight Options and enter it. On the Options Screen, set the difficulty to AMATEUR and the Trophy Presenter to MALE. Now move to the Exit Option and press X to go back to the Main Title Screen. Now on the directional pad, press Up, Right, Down, Left, Up, Right, Down, Left. Next, press Left, then X to go back into the Options Screen. Put the Difficulty to PROFESSIONAL and the Trophy Presenter to RIDER'S CHOICE. Now move to the Exit Option and press X to go back to the Main Title Screen. This time press Up, Left, Down, Right, Up, Left, Down, Right on the pad. You will hear a "cash register" type of sound indicating that the code worked. Now begin your game, choose your rider and your Race Type. After you get past these



From the title, go into the Options and change them accordingly.



Go back in the Options and change them again. Go out to the Title...

modes, the Track Selection Screen will appear. Now instead of having to beat one track to get to the next, you will have access to all



Go back to the Title Screen and do the sequence on the control pad.



Screen again and do the pad sequence. You will gain all tracks!

the tracks to play in any order you choose.

Alexis Gutierrez
San Francisco, CA

System: PlayStation Publisher: Sony Computer Entertainment

MORTAL KOMBAT TRILOGY

REVERSE BABALITIES

Play a normal game against the computer or another player. Lose on purpose and wait for the "Finish Him/Her" to appear. If your opponent performs a Babality on you, press and hold the High Punch+Low Punch+High Kick+Low Kick buttons on your pad before the sequence is being pressed on your opponent's pad.



When your opponent does a Babality, hold the correct buttons.

Your character will change from a baby to an adult, and then to a



You will turn into a baby and then normal again. Then you'll explode!

bloody explosion for a Fatality! Stephen Newcoms; Belleville, IL

System: Nintendo 64 Publisher: Midway

SOVIET STRIKE

ARMOR, FUEL AND LIVES CHEAT

These codes will give you some incredible cheats in Soviet Strike. Go to the Load/Save Option and choose Enter. When the password box appears, put in these codes for various results: **IAMWOMAN.** This code replenishes your armor back to 1,500 after reaching zero. **MOUNTANOEW.** This replenishes your fuel back



When the password box appears, enter one of the cheat codes.

to 100 after it depletes to zero. **NOSFERATU:** This code lets you



With the NOSFERATU code, you will start the game with seven lives.

start the game with seven attempts instead of three

System: PlayStation Publisher: Electronic Arts

INSTRUCTIONS:

1. Assemble as shown.
2. Place in a highly visible area after throttling opponent.
3. Gloat.



Insert A to B

A

B



TRIPLE PLAY '98

The Ultimate Judge[®] comes back swinging on May 20. Will you have a game?



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On May 20th

I, _____,
(your name here)

promise to crush

(opponent's name here)

like a bug.

**TRIPLE
PLAY 98**



NBA LIVE '97

CHEAT SCREEN

At the Game Setup Screen enter: L1, X, X, L1, X, Square, R1, Circle. This might take you to the Credits Screen. Then press and hold simultaneously: Up+Right+Triangle+Square. Now, set up an exhibition game, and when you reach the Loading Screen, press and hold: L1+R1+Up+Right+Triangle+X+Square+Circle. Hold these buttons during the entire Loading Screen. If done correctly, you should enter the Hidden Chest Screen. A list of players will be shown. Depending on which controller you have, change the height of the player by pressing the L1 and L2 buttons. Pressing the Start button will access the "Outdoor Court." Pressing the Up arrow will access Chameleon Mode. Press Triangle and X at the same time and begin your game.

System: PlayStation
Publisher: EA Sports

TRUE PINBALL

TABLE TILT & HEAT

At the Main Menu, choose the Tables Option and then choose one of them. When the table appears, press Down, Right, Up, Down, Right, Left Shift, Right, Down, Down. You will hear some new music, and the introduction music will no longer be playing. From now on, you will not be able

System: Saturn Publisher: Ocean



When the table appears with high scores and credits, do the trick. To tilt the table during play, so nudge the table all you want!

SPACE JAM

HIDDEN OPTIONS

On the Main Menu Screen, highlight the Options and press button A. Now the Game Options should be highlighted. Press and hold the top L and R shift buttons+X+Y+Z at the same time. Now press Start. You will get two new options. Gravity will affect the way your players jump and

System: Saturn Publisher: Acclaim



Hold the buttons at Game Options to get two new hidden options.

Court lets you choose your stage
Joseph Welch; Brooklyn, NY

TUROK: DINOSAUR HUNTER

MANY CHEAT CODES

On the Title Screen with the menu, either choose Start Game or Enter Cheat. If you begin playing your game, press Start to pause it. A Pause Menu will appear with an option to enter your cheats here as well as the Title Screen. Highlight the "Enter Cheat" Option and access it. On the Cheat Code Screen, put in any of the following codes to get the results shown here:

CMGT5MMGGTS: This code gives you all of the weapons.
BLITSRRFRND: The code gives you unlimited ammunition.
DLKTR: This code gets you the Pen-and-Link Mode where all of the graphics are black-and-white wireframes.
SNFFR: Disco Mode (colored strobe lights and dancing enemies that don't attack).
FRTHTHTRLSKC: Unlimited lives are at your disposal.
THBST: This code cannot be used while in the middle of play. You must exit the game and go to the Title Screen Menu to access the Gallery.



At the title or the Pause Menu, access the "Enter Cheat" Screen.



You'll have a list of cheats to choose from on the Cheat Menu.

F0THMG5: You must exit the game and go to the Title Screen menu to access the Credits.
THSSKSLC: Spirit Mode (invincibility and slow-moving enemies). After entering the codes you want, move down to the Enter command and press Start. The result will appear on screen. Press Start to OK the command.

System: Nintendo 64 Publisher: Acclaim



Put in your desired cheat and then go to "Enter" to activate it.



Use the most powerful weapons, invincibility, etc. on the first level!

Now choose "Exit." Back on the Pause Menu, a new option called Cheat Menu will appear. Called this to get another menu which allows you to turn on the cheats you have already entered. Exit when you have finished and start or resume your game to have your chosen cheats activated.

TRICKS OF THE TRADE

Game Shark Codes

—by Interact Accessories Saturn Codes

These passwords were provided by Interact Accessories and are for use with the Game Shark peripheral for the Saturn only. They will not work on their own with just the game. Note: Do not try to modify the codes because they are supposed to be entered as shown here

Master Code:
6009914c395
60028000000

Andretti Racing
Quality In First:
1600376006A

NBA Jam Extreme
Home Team Scores 0:
1602e4460000
Away Team Scores 0:
1602e44a0000

PowerSlave
All Weapons and Artifacts:
1608607c0ff
Infinite Pistol Ammo:
1608090903c
Infinite M-60 Ammo:
1608089a001e
Infinite Flamethrower:
160808200c0
Infinite Ring of Ra Ammo:
160808a00e0
Infinite Machine Ammo:
1608080004
Infinite Health:
1608080e00c8
All-Seeing Eye:
1608180e0001
All Keys:
1604a560fff

Spot Goes to Hollywood
Infinite Lives:
160c04c20009
Have 5 Stars:
1606b16400ff

PlayStation Codes

These passwords were provided by Interact Accessories and are for use with the Game Shark peripheral for the PlayStation only. They will not work on their own with just the game. Note: Do not try to modify the codes because they are supposed to be entered as shown here:

Andretti Racing
Quality In First:
801eb35c39d
801eb360c9e
801eb374011

(Continued on page 68)

TRICKS OF THE TRADE

Game Shark Codes

—by Interact Accessories
PlayStation Codes
(continued)

Andretti Racing

Infinite Fuel:
8016b38b3cfd
8016ca8c3732
8016c1840040
8016c18c0040

Cool Boarders

High Scoring:
80016210c050
800162120000
Extra Tracks:
80016282a025
Extra Boards:
80016282e007

Ridge Racer Revolution

Extra Cars:
8001dd208001
Course Select:
801dc9c80707
Race As Black Car:
8007c439000c
Race As Black Kid Car:
8007c439000d
Race As White Car:
8007c439000e
Race As Black Kid Car:
8007c439000f

Twisted Metal 2

Infinite Armor:
80187D000096
Infinite Homing Missiles:
801882E00009
Infinite Lightning:
801882F40009
Infinite Napalm:
801882F00009
Infinite Remote Bombs:
801882E00009
Infinite Ricochet Bombs:
801882F20009
Infinite Power Missiles:
801882E80009
Infinite Fire Missiles:
801882E00009
Rapid Fire:
801882F00009
Infinite Specials:
801882e60009
Infinite Specials P2:
801882af0009
Infinite Homing Missiles P2:
801882af0009
Infinite Lightning P2:
80188b080009
Infinite Napalm P2:
80188b040009
Infinite Remote Bombs P2:
80188b000009
Infinite Ricochet Bombs P2:
80188b060009

(continued on page 67)

THE CROW: CITY OF ANGELS

MULTIPLE CHEATS

Access the Continue Option from the Title Screen. The "Enter Password" Option will appear. Now you can enter any of these level codes:

Pier: Triangle, X, Triangle, Triangle, Circle, Square, Triangle, Square, X, Circle.

Boat: X, X, X, X, Triangle, Square, X, X, X, Circle.

Tomb: Triangle, Circle, Triangle, Circle, Square, Triangle, Triangle, Circle, X, Circle.

Grave: X, Triangle, X, Triangle, Square, X, X, Triangle, Square, Circle.

Church: Triangle, Triangle, Triangle, Triangle, Circle, Square, Triangle, Square, Circle.

Day & Dead: X, Triangle, X, Triangle, Square, Circle, Circle, X, Square, Circle.

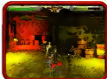
Club: Triangle, Circle, Triangle, Circle, Circle, Triangle, X, Circle, Square, Circle.

Tower: X, X, Circle, X, Square, Square, X, Triangle, Triangle, Circle.

Borderland: Triangle, X, X, X, Circle, Square, Triangle, Square.



After entering Debug Mode, you will get coordinates on the screen.



Stickman Mode will thin out your player and all of the enemies.



Graffe Mode will give your character and all others long neck!



FMV Select gives you a menu to watch all of the video in the game.

Triangle, Circle, Fines: X, X, X, Circle, Square, Square, X, X, Triangle, Circle.

The next set of codes are fun ones. Just enter them on the Password Screen:

Debug Mode: Square, X, Square, Circle, Triangle, Triangle, Circle, Square, X, Square.

System: PlayStation Publisher: Acclaim

BUBBLE BOBBLE

THUNDER BUBBLE GLITCH

At the Title Screen, do the debug code (Down, Up, Down, Up, Right, Down, Left, Down, Up, Down). While in the game, press R2 to bring up the Debug Menu. Go to map 63 and then press L2. You will appear on stage 100 where there are Thunder Bubbles. Press R2 again and go back to map 0 and press L2 to go there. The



Use the debug cheat to get to 100. Then exit back to the first stage.

thunder bubble icons will follow you to the beginning! Now you



You'll be warped back to the beginning with the thunder bubble icons!

can easily beat the game!
B.J. Vosti; Arroyo Grande, CA

System: PlayStation Publisher: Acclaim

TUROK: DINOSAUR HUNTER

ROBINS CHEAT

Begin playing your game and press Start. A Pause Menu will appear with many options including one to enter your cheats. Highlight the "Enter Cheat" option and access it. On the Cheat Code Screen, enter **RBNSMTH**. This will give you "Robins Cheat" which turns on multiple cheats including invincibility, unlimited



At the Pause Menu, go to the Cheat Menu. Put in the RBNSMTH code.

ammo, all weapons and even a new, Big Head Mode, where many



You can now access multiple cheats including a new Big Head Model

of the enemies in the game have huge heads and lower voices!

System: Nintendo 64 Publisher: Acclaim

SUPER PUZZLE FIGHTER II

HIDDEN CHARACTERS

These tricks will give you the character codes for the Setup version of Super Puzzle Fighter II. To do this, just go to the Player Select Screen, highlight Morrigan and hold the Start button. After that, enter the following codes as shown to access each character:

For **Akuma** press: Down, Down, Down, Left, Left, Left and then any button.

For **Dan** press: Left, Left, Left, Down, Down, Down and then press any of the buttons

For **Devilot** press: Left, Left, Left, Down, Down, Down. Then press any of the buttons when the timer reaches "10"

For **Helen-Ko's Paper Talisman** move the cursor to the right one square and then press any button.

For **Anita** move the cursor to the right two squares and then press any button.

System: Saturn
Publisher: Capcom

THE INCREDIBLE HULK

LEVEL PASSWORDS

These codes will help you through the game. Just highlight the Password Option on the Main Menu and access it. Now enter the following codes to get to different levels of the game:

Level 2: 603EE0C530

Level 3: B08E0F0802

Level 4: 000026B698

System: PlayStation Publisher: Eidos

THE INCREDIBLE HULK



New Game
B08E0F0802
Options
Quit
Return to Title
Press Start to Continue

Enter the level password under the New Game Option as shown.

Level 5: 40074DFF12

Krista Mullinix; Aberdeen, NC

DONKEY KONG COUNTRY 3

PLAY WITH BLOCKS

On the "Game Over" Screen where the blocks play a little tune, wait until the song is over and then press any of the buttons (L button, R button, A, B, X or Y) to make the blocks jump and play sounds. Each button controls one of the blocks. Rapidly pressing one of the buttons will make that block



After the song finishes, press L, R, A, B, X or Y to play your own tune.

Josh Nickerson; Homer, LA

System: Super NES Publisher: Nintendo

TRICKS OF THE TRADE

Game Shark Codes

—by Interact Accessories
PlayStation Codes
(continued)

Twisted Metal 2

Infinite Fire Missiles P2:
80188afc0099
Infinite Power Missiles P2:
80188b020099
Infinite Armor P2:
801885140099
Extra Vehicles:
80188d040101

Warhammer

Infinite Cash:
800db920270f

WipeOut XL

Infinite Energy:
300945280001
Track Select:
801fe4c20001
Piranha Team:
801fe4e0100

Look for more Game Shark codes in the next issue of Electronic Gaming Monthly!

"You idiots. That was *our* village."

31 puzzling new levels. 5 bewildering worlds. 3 burly Norsemen too stubborn to ask for directions. Runs around Spring '97.



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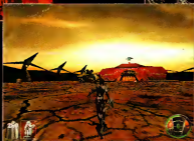
Also available on DOS, Windows® 95 & Macintosh® CD-ROM.

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"MDK promises 3-D technology so cool and action so...realistic that it will send everything else running for cover."

- PC GAMER



"The ability to zoom in from a mile away within the sniper mode is remarkable."

- ELECTRONIC GAMING MONTHLY

THE WORLD WILL END IN 1999. THE

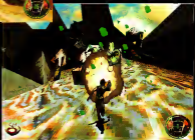
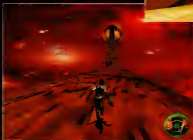
"One of the most innovative games ever created."

- GAMEFAN



"...we could be looking at a 1997 Playstation game of the year..."

- GAMEFAN



ESRB RATED
RP
CONTENT RATED BY ESRB
RATING 00000



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- The most sophisticated enemy artificial intelligence ever created. Fully reactive "smart enemies" think, listen, and communicate in a calculated assault on your life.
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- A high-tech reusable parachute.
- Bombs... decoys... homing sniper grenades... and many more.
- Two styles of adrenaline-pumping game dynamics featuring first and third person point of view.



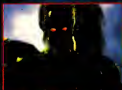
IT THINKS. THEREFORE IT KILLS.

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TEKKEN 3

NEW MOVES & CHARACTERS

SIDE-STEPPING



By tapping Up or Down, you can side-step out of the way of incoming blows.

ON-GROUND KICK-OUT



Press Down+Kick to kick out at the enemy while you're on the ground.

SIDE THROWS



Like back and front throws, you can grab from the side to do a side throw.

BACKFLIPS



By pressing Up+Back, some characters can perform a backflip move.

PUSH AWAY



Also, certain characters can push others away by pressing Forward twice.

INSTANT GET-UP



If you hit any button as soon as you hit the ground, you will instantly get up.



EDDY GORDO

His name was last reported as Rolly Jackson (which does sound better). Eddy is the final addition to the roster of regular fighters. This dancer's man really shows off the lengths you can go with motion-capture technology—having Eddy do all sorts of Spin Kicks, Breakdancing Whirls and Helicopter Spins. Kicks are his strong point and nearly all his special attacks can link right into one another.





HEIHACHI MISHIMA

The leader of the Mishima financial group has honed his crushing skills for the past 20 years and is ready for anyone to take him on. Now with gray in his hair and goatee, he is more refined and faster. His normal Foot Stomp channels lightning into his opponent. Most people when reaching Heihachi will think they are obtaining their character's mid-Boss. This is not the case however; he is the first Boss before you face Ogre.



Heihachi is back in the limelight. This time he is faster and shoots out more lightning than before.

THE MID-BOSS MYSTERY...

It seems right now that you just fight Heihachi and both Ogre's forms. Rumor has it that the mid-Bosses are active by doing something special (like not continuing or win the sixth battle with only 5 percent health).

Current known mid-Bosses:

Julia Chang
Brian Fury
Kuma



TIME RELEASE Just like Tekken 2 in the arcade, Tekken 3 has the time release feature, letting the Bosses and mid-Bosses become playable.



OGRE

In his first form, Ogre contains many characters' moves from Tekken 2, such as Kunimitsu's Knife Stab, Anne's Low Unblockable, Leo's Infinity Kicks and Kuma's Backbreaker Throw. He also has a nasty signature move of breathing a huge trail of fire across the screen.



After absorbing Heihachi's soul, Ogre becomes one mean-looking monstrosity! His arm range is doubled, has a wingspan that stretches each side of the screen, and unfortunately, has all the same attacks as his previous form. As of press time, we don't know if he has any new moves in this form.



Ogre fights with many older fighters' special moves and throws, and can also breathe fire!

When Ogre loses the first time, he absorbs Heihachi's soul.

He's a real ugly one, all right. Ogre's second form really puts Devil Kazuya to shame!



DARKSTALKERS

JEDAH'S DAMNATION

Nightfall Is Upon Us Once Again



A dark and foreboding voice declares, "All living and dead souls should merge with me! That is your only hope for ultimate salvation!" And so the call goes out, and the gala of the DarkStalkers is held once again. Jedah, the Messiah of Darkness, summons all



Child of the Last; B&B Hood, the lovely bounty hunter; Q-Bee, the ghostly insect and Jedah, the Messiah himself.

DarkStalkers: Jedah's Damnation shows off some of the flashiest fighting gameplay yet. Some of the special attacks will probably put other "loud"

the worthy spirits to the battlegrounds known as the "Damned Dimension" to fight for their survival.

DarkStalkers: Jedah's Damnation is the third part of the DarkStalkers series, Capcom's famous monster fighting games which utilize a modified Street Fighter II fighting game engine. This time, 15 characters gather for a huge monster brawl.

Four of the fighters are brand-new to the series. They include Ulth, the Last

Capcom fighters to shame. Forget about Marvel Super Heroes or X-Men vs. Street Fighter. DarkStalkers 3 is here to take the title of the wildest 2-D fighter yet.

Stay tuned to future issues of *EGM* for more updates on this hot new game, including any news on what home systems may get treated to this potential hit.

With 15 characters, loads of special attacks (that all look amazing, if not overdone) and the SF engine, it's a fan's dream!



What's New in DarkStalkers 3?

Mysterious "Dark Force" Powers

Every fighter can perform a unique Dark Force attack. After a flash of light appears, players are transported to another dimension, where the attacker gains special abilities for a short period.



We don't know much about the Dark Forces yet, but they are, without a doubt, visually impressive.



DarkStalkers 3 should be nonstop action.

Jedah

The organizer of this big party has a giant scythe, giving him that certain lovable Peepster look. Watch out for his quick and far-reaching slash attack.



Jedah can pull opponents into hell for a torturous 10-hit attack by the hands of nameless souls.

Q-Bee

Q-Bee (Queen Bee?) is able to summon large swarms of killer bees to aid her attacks. These bees surround the opponent and dish out several hits.



DarkStalkers 3 is full of quirky attacks. You won't see anything like this move (right) in a Street Fighter game!



DarkStalkers 3 for the Home Systems?

The PlayStation had the original DarkStalkers, while the Saturn got the sequel, Night Warriors. Who will get DarkStalkers 3? Capcom won't make an official announcement until E. We'll let you know as soon as possible.



Chances are we'll see DarkStalkers 3 for both the PlayStation and the Saturn.

Lilith

Lilith has one special attack where her unfortunate opponent becomes a human (or monster) arrow in her giant bow and gets fired off for some serious damage.



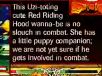
We're not sure why the good folks at Capcom called Lilith a "Lost Child of the Lust." Maybe we shouldn't ask...

B.B. Hood

This Uzi-slinging cute Red Riding Hood wanna-be is no slouch in combat. She has a little puppy companion; we are not yet sure if he gets involved in combat.



B.B. Hood has a standard Uzi shot and an obviously more powerful rocket launcher attack. Don't let her looks fool you.



What about the black sheep powerhouse, Nintendo 64? We told you, wait until E!!!



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Advanced tactical artificial intelligence and stunning 3-D texture-mapping!



The official and in your opinion the best product from the highest quality console of 2013. Buy games and accessories with this seal to be sure that they are compatible with the Xbox One™ System.

SIDE-SCROLLING MAYHEM

Continuing their tradition of releasing wild and flashy fighting games, Capcom is bringing to arcade gamers what is probably the strangest side-scrolling fighter yet.

Battle Circuit is a one- to four-player action game that should have Final Fight fans drooling. The battles take place on a wide field, and the mayhem starts when literally dozens of enemies appear on the screen at the same time with no slowdown. You can select one of four truly unique characters, like Yellow Iris (an aggressive, yet passionate Spaniard), Captain Silver (a Russian master of tech-combos), Pink Ostrich (a battling ostrich and a girl), Alien Green (a mysterious Little Shop of Horrors-esque plant creature), and Cyber Blue (a fun-loving all-American).

Each character has a "Battle Download" feature, which enhances all team members' powers for a short while. And since each character is also a cyborg, you can buy new special enhancements at a cybersoftware shop between rounds. By picking up coins from

fallen foes, or by earning rewards for finishing the missions, you can save up to buy new and unique powers to use in battle.

So far, Capcom doesn't have any plans to bring this title out on a home console (but things can always change as they do in this industry). Look for this crazy side-scroller in your local arcade.



Who can deny the popularity of such Final Fight games like the Double Dragon series, or Alien vs. Predator, or Guardian Heroes, or, well, Final Fight? From early looks, Capcom has captured the magical, intense formula that made all those games so popular.



GILL



Having finally been able to play a more complete Street Fighter III, we've managed to encounter the final Boss, Gill. He is the only Boss character too, which is quite a step back for Capcom. Still, you will quickly find Gill to be the hardest, if not cheapest, end Boss you've ever faced in the Street Fighter series—next to Super Akuma, that is.

Gill only has one Super Art, and it's all he needs: Resurrection. Should he be drained too low on life, he can regain it all in one stroke. So, in order to beat him, you have to be sure to not let his attacks touch you, or he'll be nearly invincible. Your only other hope is to knock



Gill can smash you with either his flashy flame attacks or his vicious freezing attacks. Add to that the cheapest Super Art ever made, and you've got trouble.



NEW GENERATION FINAL BOSS UPDATE

him out of his Super Art before it recharges him, but you have to anticipate when he'll use it, and stay close at all times. Gill plans to use his powers to dominate the world, so we at EGM wonder what happened to M. Bison and his cronies. We'll have to wait and see...



When Gill gets his health drained too low, he'll unleash his Resurrection Super Art.

Proof That Demons Do Exist

In the near future, mankind has conquered dimensional travel but the door we have opened swings both ways. The peaceful city you have grown up in has become a haven for dark creatures from another world—Demons! Now it's up to you and your friends to harness the hidden power within you by entering the fantasy game known as Persona.

You awaken with incredible abilities that you will need to defeat the scores of Demon invaders and cleanse the land of their forces. Converse with them before doing battle to determine your best course of action. Fight them or enlist their aid in your mission. Either way, you are set for the fantasy adventure of a lifetime!

SPECIAL FEATURES

- Based on the ultra-popular, mega-hit, Megami Tensei series in Japan; first time to hit US shores
- 100+ hours of pulse pounding gameplay
- Over 300 different monsters to do battle with
- Morph any member of your party into a more powerful "Persona"
- Fight your way to one of many endings

Persona



ATLUS



Persona[™] is the last chapter of the
REVELATIONS



AMUSEMENT SHOWCASE INTERNATIONAL

FORMERLY KNOWN AS
THE ACME ARCADE SHOW

ACCLAIM MAKES SOME MAGIC OF THEIR OWN

This is the rebirth of Acclaim Coin-Op. In case you don't know, neither NBA Jam Extreme nor Batman were programmed by Acclaim. Magic: the Gathering Armageddon (working title) uses a roller ball, and allows you to teleport, create creatures as well as blast creatures and your opponent. Although the characters weren't varied (every character has four creatures) and things can get a little confusing at first, this game has a hell of a lot of potential!



KONAMI REVEALS MORE "COBRA" GAMES

PF573

With an early name of Polygon Fighter SKU 573, this game looks like it could easily smash Virtua Fighter, Tekken and all the rest (not counting game-play of course). There are seven characters as of press time, and Konami's got several styles present as well!



All effects are incredible, including the background!

RACING JAM

We, as arcade addicts, are used to Sega, Namco and other companies' huge, deluxe driving simulators.

We'll wake up, because this one looks as realistic as you can get. Definitely look forward to more coverage on this hot item.



Cobra Racing will be the best-lookin' driver around!



SAMURAI 64 WILL SOON BE SLASHING

There was a short tape of Samurai Showdown 64 shown at the Japanese AOU show, but it showed no gameplay. The tape shown at ASI wasn't much longer, but it did have a few more minutes including some very early game footage. Not only are the playfields 3-D in nature, but the graphics are highly improved. Operators might be worried that SNK will drop their previous system immediately, but there are new games scheduled for the old system.



We finally get our first glance of gameplay!



HIBIKI WATARU



KONGOUJI



LEE SUNSHIN



OHOTORI



SAOTOMI



SHIN KUE

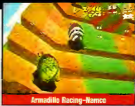


SHO FU

SO JUST WHAT THE HECK WAS AT ASI?

ASI was not a huge show. There was no new MKA news (in fact Midway only had games we've already covered). However, the strongest booths at the show were Konami and Sega. Konami had three new projects: GTI Club, Hang Pilot and Op. Thunder Humance, plus the excellent Cobra tape. Sega had House of the Dead (AWESOME gun game), Top Skater (a deluxe skateboarding game), Super GT (Sega's awesome new Model 3 driving game) and a surprise—Hummer (a new Gunblade-style gun game). Namco showed the

95 percent version of Tekken 3 including Eddy Gordo, Heihachi and the end boss "Ogre." They also had an awesome racing game called Armadillo Racing. Using a trackball, you guide your armadillo through a maze—EXTREMELY COOL! Microsoft made a bigger splash at this show with a plane simulator by Inner Workings. Microsoft could very well rule arcades as it does the rest of the world with games like Plane Crazy on the front lines (mainly because the equipment's so darn cheap).



Armadillo Racing-Rance



Plane Crazy-Inner Workings



Op. Thunder Hurricane-Konami



Hummer-Sega



House of the Dead-Sega



Top Skater-Sega

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it...



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HYDROFOIL MODE

Approx. height shows ocean surface 10'



SURFACE WEAPONS:

- 2.75' Strike homing missiles
- 2.75' Blowpipe heavy rockets
- 2.75' F-90 cluster munitions
- 25mm GAU-90 4 barreled rotary cannon
- 1" Stiletto salvo rockets

SUR-SUBSURFACE WEAPONS:

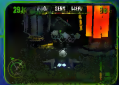
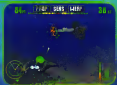
- 2cm multiheterodyne pulse laser
- 3" EXT Disruptor sonic torpedo
- 6" Piranha heavy swarm torpedo
- 6" Mark-60 Thresher torpedo
- 6" Mark-65 Morse torpedo
- 6" Mark-68 Barracuda homing torpedo

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A deadly hydrofoil.**



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The skies are dark with enemy birds.

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Dead set on destruction.

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Tigershark is hungry.

The feeding frenzy is about to begin.

The ultimate war machine...
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GT
Interactive
Software

Castlevania X-Konami



By Stuart Levy and Ed Semrad

As one would gather from the name, the Tokyo Toy Show is the one big event in Japan where buyers from all around the world gather to see what will be the next "Tickle Me Elmo" toy. Besides toys, the major buyers are also checking out the newest Christmas games. That's where we come in. Having heard that there was more to the show than what was being displayed, our editors were able to track down the real game show. And what we discovered was a very exclusive preview that only a small group of selected Japanese editors were

Final Fantasy Tactics-Square



TOKYO TOY SHOW '97

TOKYO TOY SHOW

Sony of Japan confirms PlayStation upgrade for 1997!

able to see. What follows is a condensed list of games that either are committed to come out here in the States or are titles that are currently in negotiations for the U.S. rights.

Sony: Besides the current titles that are ready to ship, one game that caught our eye is an RPG called *Alundra*. It is scheduled for release in Japan next month, so check out the screens and watch for a detailed Next Wave next month. The main item we wanted to corner Sony on was the rumor of a possible system upgrade. Q-Mann calls it the *PlayStation C* and when we mentioned that name, everything got very quiet. What followed was an official "no comment" to all of our questions, but in the Japanese way of smiles and nods, the staff was able to say something by not saying anything. In addition, the Japanese

third-party developers we talked to confirmed what Q-Mann has been saying all along—that **SOME** of the new games are already being created with the special programming code that will make those games PlayStation C compatible. Bottom line, an upgrade will happen in 1997. The formal announcement will either be made at E' or at the upcoming Japanese PlayStation show. Watch for our exclusive coverage of the game show next issue.

Ray Storm-Idaho



Sega: Like Sony, Sega officials had no official comment on their new 64-bit Eclipse hardware. They did admit that they will be ready with a new system when Sony announces their 64-Bitter. As



Doraemon-Bitch



Cyberbots-Caution



Indy 500-Fury



Gundam-Bonds



Metal Slug-SNK

The background of the advertisement is a dark, moody scene of a wooden structure, possibly a stage set or a workshop. A thick wooden beam runs horizontally across the top. Three video game controllers are suspended from this beam by ropes. The controllers are blue and white, and they are hanging at different heights. The lighting is dramatic, with strong highlights and deep shadows, creating a sense of mystery and challenge. The overall color palette is dominated by dark browns, blacks, and the bright colors of the controllers.

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"Sega will be ready with their 64-Bit game system when Sony announces their PlayStation 2."

far as new games, Sega has *Virtua Fighter 3* characters up and moving on a "modified" Saturn. The modifications have yet to be shrunk down to a plug-in board for the cartridge slot, but that should be ready in another month. The other major game will be a conversion of the coin-op *Last Bronx*.

Square: Now with almost 3 million copies of *Final Fantasy VII* sold in Japan, Square has just released *Bushido Blade*. Sony's *Ult* will bring it out over here later this year. The same for *Final Fantasy Tactics* and *Tobal 2*.

Capcom: The major news was that their pro-

special cartridge). However, now with the PlayStation C soon to become a reality, Capcom could have the game ready for the launch of the upgrade. The only thing that would slow this down is whether Capcom would want to put their *SEIJI* up against *Tekken 3* this fall.

Namco: *Act Combat 3* was finished and ready to ship. It will be here in the U.S. this fall along with *Xenosaga XG* and *Time Crisis* (with a new light gun). The conversion of *Tekken 3* to the home is already under way and with the new PlayStation C mods this fighter should be a direct port.

Konami: With *Castlevania X* in the stores,

SNK still would not comment on whether a home system version would be available this year.

Hudson: Their graphically impressive Nintendo 64 fighter—*Dual Heroes* was finally playable and it shows promise. It still is too early in development to comment on so we'll have to wait another month. The rumor we hear is that Hudson U.S. is starting up again and this could be the title that brings them back.

Video Systems: Well known for arcade games, Video Systems has put the finishing touches on the Nintendo 64 home version of their arcade shooter *Sonic Wings Assault*. It reportedly has

Fighters Inc vs. Taito

Geoman-Konami

Act Combat 2-Namco

X-Men vs. Street Fighter-Capcom

Last Bronx-Sega



Dragonball GT-Bandai



Geoman 5 (Mystical Ninja) for the Nintendo 64 should be their next major release. Sources here tell us that it should also be available in the U.S.

Taito: *Fighter's Impact* for the PlayStation should be out in the stores in Japan within the next few weeks. It was a

been picked up by a U.S. publisher and we will be covering this title more in the coming months.

Tomy: Best known for their line of toys, Tomy is moving full speed ahead on a PlayStation racing game called *Indy 500*. It will be out in the stores in Japan by the time the actual race takes place and from what we saw, this should be one fine sim. Negotiations with several U.S. publishers are under way.

Bandai: Dragonball fans will have something to be happy about as Bandai is roughly half finished with a new PlayStation game appropriately called *Dragonball GT*. Besides the surprise game, they also will have *Gundam the Battle Monster* out in the stores next month.

Next month our editors are going back to Japan to get the official word on the above games when they will all be officially debuted at the Tokyo Game Show. We were able to get a copy of the show's floor plan and from what we could tell, Capcom, Namco, Konami, Sony, Sega and Warp will all have huge booths so they probably will have a few secret projects ready to show. As usual, our editors will be there in force, cameras loaded and taping everything.

Don't miss our exclusive coverage of this major game show next month!

grammers are hard at work on converting the arcade game *X-Men vs. Street Fighter*. While only about 15 percent complete, two of the characters were playable on one level. It is on the U.S. schedule so we should see a late fall release. Nothing was available for *Street Fighter EX* nor the compilation SF discs, but *Cyberbots* (for Saturn only) is out in the stores and we should have a full Next Wave next month. When we mentioned *Street Fighter III* there was no comment. From what we were able to determine, the problem seems to be with the hardware. The PlayStation can not handle the game and there are strong rumors of a Saturn-only game (with

strong arcade fighter so watch for a U.S. version by the end of the year.

Human: The long-awaited Nintendo 64 version of *Human Grand Prix* has just been released in Japan. Since Ultra Soft will bring the cart out here in the U.S., watch for a detailed Next Wave in next month's issue.

SNK: The PlayStation and Saturn conversions of their popular arcade games have been selling well in Japan. *Metal Slug* is next on their list of games to do but neither Sony nor Sega has acknowledged this title for the U.S. There has been a new tape prepared showing more *Samurai Shodown 64* (arcade only) gameplay but



Human Grand Prix-Human

Dual Heroes-Hudson

Alundra-Sony

Sonic Wings Assault-Video System

Tobal 2-Rare

Sweet Dreams.

In the nightmarish world of the Swagman, members of the Dreamflight are being held captive. The twins Zack and Hannah need your help to make the night safe again for happy dreams.

Explore the eerie house of the real world and learn the bizarre secrets of the dream world with Zack and Hannah in 6 massive levels of adventure with 16 graphically intense 3-D settings.

"Swagman is eye-popping!"

-GameFan

"Swagman's dream-like graphics and involving gameplay will capture the player's imagination!"

-PS Extreme



SwagMan

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COVER STORY



FINALIZING THE FANTASY

Every month that goes by is another month closer to the September release date of Final Fantasy VII here in the States. Continuing with our coverage of this year's most anticipated RPG, EGM has tracked down the U.S. producer of Final Fantasy VII for SCEA, Seth Luisi and asked him about the latest developments and other key concerns in the translation of this epic RPG.



EGM: How long will the translation process take?

Seth Luisi: Sony Computer Entertainment America is working very closely with Square on the translation and localization of Final Fantasy VII for the U.S. market. Currently, all text translation is being handled by Square Soft, Inc. in Costa Mesa, Calif., and a group of skilled programmers at Square Japan are undertaking the localization process. Square began translating the in-game text for Final Fantasy VII last November, as soon as they received the final text for the Japanese version. The U.S. version will be finished in time for its Sept. 7 release.

EGM: What is the most difficult aspect of translating a game such as Final Fantasy VII?

SL: Usually, the most difficult aspect of translating an RPG is making the direct Japanese-to-English text translation read correctly in English. The sentence structure and grammar rules for the Japanese language is very different from English, as such, it is very difficult to make the translation seem as though it was originally written in English. Also, the names of items in the game may not have a direct English translation. Square is very skilled in the translation process and FFVII will be a testament to that quality.

EGM: How many people are directly involved in the U.S. side of the production?

SL: There are approximately 50 people working on the U.S. translation of Final Fantasy VII.



EGM: As a reference point, how many were involved for Wild Arms and Beyond the Beyond, which are also RPGs?

SL: Beyond the Beyond involved four production personnel directly working on translating the game. With Wild Arms, we had a much tighter schedule, and so we had seven people working on the translation. These numbers do not include the numerous game testers who are always vital in game development.

EGM: There has been some controversy regarding certain mature aspects of the game. Will Sony censor the game in any way for the U.S. audience? If so, what specifically?

SL: Sony Computer Entertainment America has always maintained its intent to preserve the "greatness" of Final Fantasy VII. It is a masterpiece, a work of art, and we have every intention of keeping the integrity of Square's work intact.

EGM: What are the Sony guidelines that have to be followed when judging mature or inappropriate content?

SL: There are no "guidelines," per say. Sony Computer Entertainment America is one of many companies that honor and abide by the guidelines set forth by the ESRB (Entertainment Software Ratings Board), an independent organization responsible for evaluating and rating entertainment software products.

FINAL FANTASY VII





THERE IS NO SUCH THING AS A TWO-GAME GARAGE.

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FINAL FANTASY RELEASE DATE CORRECTION:

Last month we misprinted the release dates for Final Fantasy I-III. Here are the correct release dates.

Final Fantasy - Falcom
\$905 yen - Dec. 18, 1987

Final Fantasy II - Falcom
\$905 yen - Dec. 17, 1989

Final Fantasy III - Falcom
\$405 yen - April 27, 1990

Final Fantasy IV - Super Falcom
\$905 yen - July 19, 1991

FFIV (easy) - Super Falcom
9000 yen - Aug. 29, 1991

Final Fantasy V - Super Falcom
\$905 yen - Dec. 6, 1992

Final Fantasy I, II - Falcom
\$805 yen - Feb. 22, 1994

Final Fantasy VI - Super Falcom
11400 yen - April 2, 1994

Final Fantasy VII - PolyStation
\$905 yen - Jan. 31, 1997

EGM: What ESRB rating is *Sony* anticipating (or planning, aiming...) for FFVII?

SL: At this point, we are not sure what rating FFVII will receive from the ESRB. We don't see the pending product rating to be an issue where Final Fantasy VII is concerned. Final Fantasy has a well-established heritage with U.S. gamers. With this PlayStation-exclusive title, Square has delivered a depth in gameplay that has never been accomplished.

EGM: Will anything major be added to the U.S. version that was not in the Japanese game? If so, what would it be?

SL: We do not have plans to add anything to the U.S. version of Final Fantasy VII.

EGM: Are there any difficulty adjustments planned that would make the game easier or harder for the U.S.?

SL: There are no enhancements of this nature currently planned.

EGM: What has been the reaction you have received so far from the gaming public about the anticipated release of FFVII in the U.S.?

SL: Final Fantasy VII is one of the most anticipated video game launches of all time. There is a general sense of excitement surrounding this title from consumers and retailers alike. And we, along with the gaming community, are anxiously awaiting the title launch in September.

EGM: Is Sony anticipating any game shortages when FFVII is released here?

SL: We are making plans to ensure that every current and future PlayStation owner will be able to get their hands on Final Fantasy VII. To further guarantee a copy of the product, consumers will be able to reserve FFVII through an extensive presell program.

EGM: What is your impression of the game so far?

SL: I am awestruck! Final Fantasy VII really shows off the power of the PlayStation and the advantage of the CD medium. As an RPG fan, I'm in heaven.

EGM: What other PlayStation products have you been involved with?

SL: I have been involved in numerous games in the past. Of the games that have been released so far for the PlayStation, I was responsible for Beyond the Beyond, Wild Arms, Carnage Heart, Tail of the Sun and all upcoming Square titles to be published in the U.S. through Sony Computer Entertainment America.

EGM: Are there any plans to change the names of the characters?

SL: The names will be remain the same as in the Japanese

version (except that it will be written in English). For a game like Wild Arms which is set in a Wild West-type motif, the characters all had English names to begin with, so there wasn't a problem.

EGM: In your opinion, how does FFVII directly compare to games available for competing game systems?

SL: Final Fantasy VII is incomparable to any other game on any other hardware system. The story line, graphics, music and gameplay really set it in a class by itself. Trust me, you have never experienced anything like Final Fantasy VII before.

EGM: In your opinion, how does FFVII relate to the previous games in the series?

SL: Every Final Fantasy game has always had a completely separate storyline, world and cast of characters from previous games in the series. However, certain gameplay mechanics, magic techniques, items and the Moggs and Chocobos are common throughout the series to help build the identity that it is a Final Fantasy game. Final Fantasy VII relates to the previous games in the series in the same manner.

EGM: Will Sony try to explain to gamers who are unfamiliar with the Japanese versions, the jump from FFIII (FFVI Japan) to FFVII?

"We have every intention of keeping the integrity of Square's work intact."

SL: We felt that if we labeled it FFIV, it would cause more confusion in the marketplace since there has been such a name brand build up with the FF "VII" title.

EGM: Have you had a chance to play any of the previous FF games?

SL: I've played through II and III (Super NES) and most of the first one (NES). Basically, all the Final Fantasies that were translated into English.

EGM: What is the most outstanding feature of the game to you?

SL: The feature that I find most remarkable about Final Fantasy VII is the way that it truly immerses you in its fictional world. Like a good movie or novel, you get so engrossed in the story and events that you actually begin to feel as if you are a part of the world. Final Fantasy VII is an epic adventure.

EGM would like to thank Seth for his time and all the people involved with this interview.



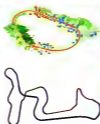
The guys at Sony are all eagerly awaiting the September release of FFVII.



Welcome to the land of the flat-out fast. Tear up hellacious hills and rocket around hair-pin turns. 13 new Rage Racer cars stick to the tarmac like gum to the bottom of your shoe. 4 new tracks and an 11 circuit challenge will twist, fold, bend and bludgeon your central nervous system. The more rivals you humiliate,



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the more cash you accumulate. Use it to modify your existing car, or save it to finance a trickier, quicker ride. See the face on the hood of that car? His handsome mug was lacquered on with the Custom Paint & Team Logo Designer. No bolt was left untorqued in an effort to make Rage Racer the most realistic street racing experience. The only question is, how fast can you race to the store and buy it? **POWERED BY namco™**



JUST ADD WATER

CRITICAL DEPTH



Gamers were wowed with the first-generation title *Warhawk* for the PlayStation. Then *Twisted Metal* came out and owners of the Sony 32-bit system couldn't believe their eyes. More recently *SingleTrac* released *Twisted Metal 2* and received an even bigger reaction. It seems as if they can't lose. So what's next, if this is the case?

Some say that if it ain't broke then don't try to fix it. For the moment, this seems to be *SingleTrac*'s mentality. *Critical Depth*, *SingleTrac*'s new pearl, for the PlayStation, should have gamers swimming for joy if all goes as planned. After all, it's the first game produced and published solely by *SingleTrac*.

Is this all it takes to make a sequel? Don't be fooled...Critical Depth is definitely its own game.

Calypso or, in *Critical Depth*'s case, an odd monolith) and a group of characters that want to obtain whatever this figure can give them. Guess what else? Each of the characters has his/her own special vehicle, weapons and story line.

We know there will be those who'll say, "If I

In all fairness, there is a team of talented programmers, artists and producers working on *Critical Depth* to make sure it's top-notch, so there really will be more than just water added (but our readers would know that, right?).

First, we have a story line that starts with a



A little confused as to what happened to the relationship *SingleTrac* had with Sony? Check the sidebar for more info, but to sum it up quickly: *SingleTrac* has definitely proved themselves, and now with Microsoft on their side, what could possibly go wrong?

Even though it's easy, it's obvious to see the similarities between *Twisted Metal*/*Twisted Metal 2* and *Critical Depth*. Let us break it down...

We have a central figure (e.g.,

wanted another *Twisted Metal*, I'd go play the sequel." These people should remember the statement: If it ain't broke, don't try to fix it.

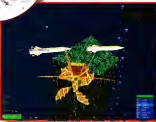
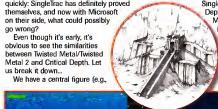
SingleTrac is confident that *Critical Depth* is more improved than *Twisted Metal 2* with better graphics and an improved engine, but they also know that there wasn't anything really wrong with *Twisted Metal 2* to begin with.

So the phrase "just add water" is born, and so far, this shouldn't be a bad thing.

strange electromagnetic energy emanating deep from beneath the ocean. A scientist by the name of Doug McCracken starts looking for this center of activity and finds a monolithic structure. Once McCracken reports his findings to the appropriate authorities, the race begins.

Government organizations and scientific communities (being how they are) want to use the energy for various reasons, whether for good or for evil—perhaps to simply unlock its mystery.

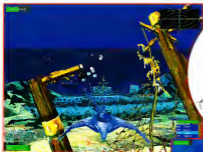
So are the scientists and government going the only ones involved? A hearty NO resonates off of the ocean floor from a diverse band of



Although it may look a little like *Tigershark*, *Critical Depth* is a *SingleTrac* title...will it live up to their name?

There are 13 ships to choose from, not including the secrets that'll more than likely be in the game.

Is this any way to treat fine art? Of course not...jam a missile right between the marble and blow it up!



characters, each with his/her own craft.

Adding up to 13 all together, the submarine vehicles (and their respective operators) will surely make good competition for one another as they race to get the mysterious powers from the monolith—whatever those may be.

Several of the subs from the game are pictured in the middle of these two pages. Since it's still early, some may change in the final version. After all, it's no more than a couple of months into production.

Some of the characters include: the whacked-out host of a children's show who gets fired for reasons that he deems unjust. Thus, he wants to kill everyone in the world since the show was his life. He hopes that the monolith will aid him in his conquest.

Another one is the C.I.A. sub that wants to get



from each level. These pods energize the passageways between levels, ultimately taking gamers to the final level where the monolith lies. The fun comes in when an opponent has a few pods. Needless to say some rockets start to fly.

Other features may include sea creatures that



to the monolith first to cover up a peace treaty with aliens signed in 1948. The monolith may be something left over from those aliens. Other subs include those from the Navy Seals, terrorists and a French oceanographer among others.

Critical Depth will also feature a good number of environments to play through. Some early sketches are also pictured on these two pages. Some levels take place beneath the polar caps, others in the Red Sea—basically, the levels are all over the world.

The object is not only to get to the monolith but to obtain the seven pods

inhibit the deep, weapons that are in sync with the style of the ship and hidden levels and characters.

Users of the Internet can keep up to date with Critical Depth's development on SingleTrac's Website (www.singletrac.com).

As this title is closer to completion, we'll keep the info flowing.



The levels in the game promise to be huge, possibly with lots of objects to interact with.



ON THE RIGHT TRAC

Does SingleTrac have what it takes to keep the ball rolling?

With their recent break from SCEA, SingleTrac wants to make it clear that they're big in the development area. As Todd J. Kelly, VP for SingleTrac, puts it, "It doesn't hurt to have the largest software company in the world establishing our intellectual properties. Who's in? Microsoft is the only name that



comes to mind. Bill Gates' software giant will help SingleTrac with technological issues as well as be a significant shareholder.

Kelly made it clear that there is no bad blood between SingleTrac and Sony, but mentioned that it was time for SingleTrac to continue growing. These days, things are changing for the game development and production company that started on the dining room table of one of its founders. As they grow, it should be interesting to see what titles they put out.

VP of SingleTrac,
Todd Kelly



War Gods[®]

War is Hell.
[the battle begins in May]

MD MIDWAY



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ELECTRONIC GAMING MONTHLY



THE LOST



THE LOST WORLD™

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THE LOST WORLD™



Most stars might resent the frequent deaths their characters face in a video game. Not so with Willis.



ction hero Bruce Willis—clad in a skin-tight bodysuit and covered with glittering sensors—looked a little silly stomping around the padded floor of House of Moves, a film studio in Venice, Calif. He looked a little ticked off, too. Why? He kicked aside a 6-foot-tall pad held upright by two studio workers. Sending atop the downed pad, he worked the barrel of his hefty rifle—click-click. “Light ‘em up!” Willis said, low and menacing.

And then the scene was over. But don’t look for this surreal few seconds of action in *The Fifth Element*, *Die Hard 4* or any of Willis’ other forthcoming celluloid exploits. Willis was acting for Activision—for a cutscene in their PlayStation shooter *Apocalypse* (due in October)—making him arguably the biggest star ever to appear in a video game. And Willis “appears” in the game in every way, no doubt about it. Activision captured his likeness through cyberscanning, a process that uses lasers to map every wart and wrinkle of a person’s face. His movements were

ACTIVISION'S STAR SEARCH

FOR BRUCE WILLIS AND AN AS-YET UNNAMED POP-MUSIC STAR, THE APOCALYPSE IS NOW

motion-captured (hence the bodysuit and sensors). And several hours’ worth of his dialogue were recorded to give Willis’ character—your virtual sidekick in the game—plenty of sarcastic wisecracks, sage advice and other in-game commentary.

But how—and why—did Activision nab Willis for this 3-D shooter? The search for a star began last year, shortly after Activision coders built *Apocalypse*’s game engine in January. Activision considered several big-wig stars—and even talked briefly with Hollywood heavyweight Arnold Schwarzenegger—before finally approaching Willis with the invitation to become a video game hero. Willis, no stranger to strange roles, expressed immediate interest. Activision showed him several potential game story lines and asked which ones



captured his imagination. He chose the *Apocalypse* plot. After negotiating a deal reportedly worth seven figures (Activision’s still tight-lipped about the specifics), Willis was in the studio perfecting his video game persona.

Willis plays Trey, a nanotechnologist who recruits you in his battle against a false prophet named the Reverend. Unfortunately, the Reverend is also a wiz at nanotechnology (the science of really tiny machines, by the way), and he uses his skills to create the Four Horsemen of the Apocalypse—or, at least, Activision’s version of the Four Horsemen—Plague, Death, War and the Beast. This goon squad, each of whom maintains a human



Played any good buddy pictures lately? No! Willis wise-cracking sidekick kicks the shooter genre in the pants.

persona and holds a prominent position in society, roams the Earth, rallying followers for the Reverend, awaiting his command to unleash all heck on the populous.

It’s a quirky plot, sure, and one that Activision believes demanded a quirky actor such as Willis from the get-go. “Bruce is not your heroic everyman, like Arnold,” said *Apocalypse* Producer Michael Kirby. “He has a certain quality, more than just his great sense of humor, that other action stars don’t

"Activision is looking to the music industry for someone to fill Plague's cybercanned shoes."

seem to have, and we wanted an actor who could put himself into an action environment and yet players can identify with him, even though they're not playing as him."

With Willis firmly in the fold, Activision has yet another casting conundrum. While the horsemen Death, War and the Beast will most likely all be created from scratch and portrayed by voice actors, Activision wanted someone special to play Plague, who's actually a female character and easily the sexiest of the game's super villains. Since Plague's human form in the game is that of a rock diva (think Madonna), Activision is looking to the music industry for someone to fill her cybercanned shoes.

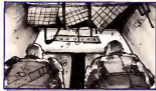
The search is reportedly almost over, although Activision is not quite ready to announce their choice. "We're talking to someone who's established and who has gone golden on her first CD," Kirby said. Alternative singer Poe may have ended the guessing game. She said on the MTV program *Love Lens* that she will play the role. Whether Poe is Activision's choice or not, she'll go through the same cyber-scanning, motion-capturing and voice-recording process as Willis.

Activision will also have the singer record at least one original song for the game, which she'll perform during one of Apocalypse's cut scenes. With the game boasting all the production values of a bona-fide Hollywood pic, will Activision release a soundtrack, too? "I'd love it if we could do one," Kirby said. "We are building the game so that it could have a soundtrack, but naturally that depends on closing a deal with a record company."

Apocalypse is still deep in development, and EGM plans to keep a close eye on this star-studded shooter. Look for more behind-the-scenes info soon.

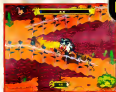
MYSTERY GRRL

Plague's lean, mean and not afraid to show a little skin. But who will play her in the game? *Alterna-chick* Poe's a possibility, although Activision is isn't naming any names—yet.



As this storyboard from one of the game's early levels shows, you and Willis' characters are inseparable. The developers are even toying with the idea of having the duo share a common health bar, so players will have an extra incentive to watch Willis' back. And don't worry about him watching yours—AI for his character is expected to be top-notch.

SATURN



SWAGMAN

Beware Of What Lurks In Dreams

What do you get when you mix the classic gameplay style of Casper with the dreamy atmosphere of NIGHTS? Swagman, of course.

This Saturn (and PlayStation) title is a bizarre adventure into the realm of dreams. You play as one of two twins, Zack or Hannah, who are living in a nightmare. Your goal is to rescue the Dream Fly (the keeper of the nice and happy dreams) from the evil Swagman.

You start the game out in Zack and Hannah's place of residence: their parents' house. But this seemingly innocent place is as horrifying as it comes. Floors are broken away to reveal whirling abysses below, strange imps breathe fire upon your fragile bodies and so on. And this is supposed to be the RealWorld!

Your goal is to find the keys that will let you access new areas which will contain more keys to let you access more new areas. These locales are composed of 16 different settings in six very large levels. Along the way, you may find a few



Giant flying pool sticks try to make a cue ball out of your young hide.

items to help you on your mission. The first "weapon" you will find is a flashlight. This will help you chase away some of the monsters (the nightmares) or temporarily stun others.

Special mirrors litter this "normal world," which transport you over to the other side. This DreamWorld is stranger than RealWorld, to say the least. When you venture into DreamWorld, you are transformed into grotesque DreamBeasts with new powers.

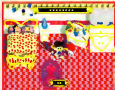
As mentioned above, the play is similar to Casper or Zelda 3 (Super NES). As you can tell from the screen shots on this page, the



Walking through a mirror will transport you to the alternate worlds.

view is from an overhead perspective. The controls are very simple, making the game easy to pick up. Swagman will easily remind you of a traditional 16-Bit game in terms of its light and easy fun, only with a 32-Bit facelift.

Despite the nightmarish theme of Swagman, the nature of the game won't scare off young game players. The theme is more along the lines of Tim Burton's idea of horror (like Beetlejuice or A Nightmare Before Christmas) rather than say, Wes Craven's or Stephen King's. It's a lighthearted adventure game that should appeal to both young and old. ■

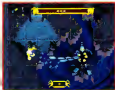


Replenish your Z's (health) by standing over your sleeping parents.

Gamer's EDGE

Swagman has a major bug in it. Don't worry, it's a helpful one. His name is Scarab. He's the "Boss bug" from Zack's bug collection. When you are travelling around, you may occasionally see a strange, ornate chest. Touch it, and Scarab will magically appear to give you hints about the level you are in.

PUBLISHER	Baban Interactive
DEVELOPER	Core Design
THEME	Action/Adventure
PLAYERS	1
% DONE	80%
RELEASE DATE	April
ALSO ON	PlayStation



PLAYSTATION



DYNASTY WARRIORS

Block Buttons Abound in Koei's First Fighter

Huh? A fighting game from Koei, the developers behind the Romance of the Three Kingdoms strategy epics? It's strange, sure, but it shouldn't come as too much of a surprise. After all, Square proved that kick-but fighting games can come from the most unlikely places (Tobal No. 1, anyone?), and the ROTK series is certainly a fertile battleground for Koei to cull potential combatants.

Surprise aside, is Dynasty Warriors any good? So far, no complaints. But this

Dynasty Warriors demands more strategy than most fighting games, but then what would you expect from Koei?

Moveswise, it plays like a mix of Capcom's and Namco's offerings. Some attacks are of the dial-a-combo variety, while others rely on Dragon Punch-esque D-pod maneuvering. Each of the game's 13 motion-captured warriors (three of which are playable Bosses) has a super combo that can be performed once his or her attack meter charges up. This meter charges as long as players remain on the offensive.



Sparks fly when two fighters strike in unison, locking their blades.

weapons-based fighter's strength lies in its novel use of defense as a strong offense. Fighting game fanatics who despise Block buttons may cringe, but Dynasty Warriors has not one but two defensive buttons that can set opponents up for some serious counterattack hurt. This heavy reliance on defense means



Graphically, the game looks as good if not better than the prettiest fighting games out there. It runs at 60 frames per second, and each warrior is made up of at least 600 polygons. Koei has used the high poly count to doll up the game's fighters in historically accurate warrior garb. The weapons, too—which range from maces to maracas (maracas?)—are just as true to history. Which is appropriate, considering that the

Gamer's EDGE

Most of Dynasty Warriors' depth lies in its two-button blocking system—one of the most complex defensive setups ever. The X button parries weapon strikes, while the Circle button—if used at the right time in an opponent's attack—will brush your enemy past you, leaving him or her open to a good beating from behind. Since each strike to an enemy's backside yields five extra points of damage, mastery of the brush parry is crucial. You can also block by swinging your weapon at the same time your foe does. Fortunately, the game's Practice Mode helps you master all blocking techniques.



PUBLISHER	Koei
DEVELOPER	Koei
THEME	Fighting
PLAYERS	1 or 2
% DONE	75%
RELEASE DATE	June
ALSO ON	None



game's warriors, all nabbed from the ROTK universe, are based on historic figures from China's war-torn second century. The back-grounds are real places, too—the sites of battles that Chinese students read about in their history books. To put it in an American perspective, imagine a fighting game featuring Ulysses S. Grant and Robert E. Lee, and they fight hand-to-hand in Gettysburg.

Dynasty Warriors was created by Koei's Omega Force team, which is made up of veteran fighting-game coders who were brought together specifically to develop Koei's first fighter.

Consequently, the game packs much of the perks and polish of most modern 3-D fighters, including Practice and Tournament Modes, rendered endings, plenty of throws and the ever-popular glowing motion blur that trails the game's weapon strikes.

According to a Koei spokesperson, Dynasty Warriors has already done well in Japan, selling 70,000 units its first three days. If you want to see what all the fuss is about, you can play one arena on *The PlayStation Underground*, Sony's demo-filled CD magazine. Check out the news section for more info. ■



All the weapons—yes, even these maracas—are supposedly authentic.



Of course Dynasty Warriors has throws—one for each fighter.



PLAYSTATION



OVERBLOOD

Call It The Sci-Fi Resident Evil?

How would most people feel if they not only lost their memories but also had a disease that will change them into a genetic freak, eventually killing them? Chances are, the average person would be against this happening to them...with good reason!

By controlling Laz, gamers can try to save him from this terrible fate. Somehow he has contracted the same sickness that inflicts the crazy, flesh-eating monsters that frequent the underground complex. Can he be saved by finding a cure?



The base that Laz awakes in is nothing more than a disaster area. Look out.

Laz is not alone in his battle against the unknown. Along the way the bearded wonder first meets Pipo, an R2D2-esque robot that puts its own life on the line for Laz more than once.

Laz also comes in contact with a female named Milly. Lucky for her, Laz comes to her rescue just as a genetic monster is about to tear her to shreds.

The graphics are similar to Resident Evil, except there aren't anywhere near as many enemies lurking in the halls. Overblood has

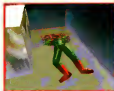


A series of button taps is usually enough to overcome most puzzles.

more of a sci-fi feel, thus the story line is an active part of the game—one that makes complete sense. But there is a good deal of gore.

In one scene in particular, Laz sees the legs of a body. As he gets closer and peers around the object, he gazes upon the remains of what seems to be a human. The body is torn to bits. Be prepared.

The levels are generally big, but seldom have gamers going back to previous areas to complete tasks or find objects.



Does the gore look familiar? Think Resident Evil with some sci-fi flavor.

An interesting feature of Overblood is that each character Laz meets can be controlled.

Not only can players switch to any of the characters, they can also change the view. With a tap of the button, a new look is available—handy for awkward angles.

If Overblood turns out to be something special when the final release comes around, maybe some players out there won't mind contracting a life-threatening disease...or then again, maybe they will? ■

PUBLISHER	EA
DEVELOPER	Shovelbait Games
THEME	Adventure
PLAYERS	1
% DONE	50%
RELEASE DATE	May
ALSO ON	None

Gamer's EDGE

Characters

Unlike some action/adventure titles, gamers can find allies in the game and switch to them throughout the various levels. Here's a look at them:



LAZ

He's a little confused to say the least. He has no memory and that makes him a little angry. Hopefully the weird growth on his arm can be cured somehow.

Keep an eye out for something called ARNA...this may lead to the cure.



PIPO

Here's the little robot friend that Laz takes a special liking to. Don't worry, it's nothing like that. Pipo really helps Laz out a lot. After all, if it wasn't for Laz, Pipo

would still be in a corner rusting away. Keep tissues nearby for a sad death scene.



MILLY

A young lady in the same situation as Laz, except she knows who she is. Though she relies on Laz to battle most of the monsters, she quickly learns how to take out the beasts on her own, with a gun found later in the game.

The key to victory is knowing which ships are best at battling particular vessels. Here are some successful sparring partners.

This Ship... ..is Best Against:

	Subs
	Patrol Boats
	Any Ship
	Submariners
	Subs
	Destroyers
	Any Ship
	Aircraft Carrier
	Mine Layers
	Battleship
	No Ships
	Mine Layer
	Troop Transport
	Shore Installations
	Battleship
	Cruiser

*Mastering the aircraft carrier will take a lot of practice!

enemy vessels. While on the map, you can have your mine layers create mine fields or send your subs into enemy territory submerged and undetected. Battle Stations also includes several two-player games, including a capture the flag and capture the harbor scenario—which requires your troop transport and its load of Marines.

Battle Stations certainly hasn't ridden on any tidal wave of hype and is a surprise title from EA. But does it have what it takes to be a sleeper hit, or is it just a plain miss? Turn to the Review Crew section for a critical look at the game to find out. ■

PLAYSTATION



BATTLE STATIONS

You've Got That Sinking Feeling

It's no battle to find games that let players duke it out hand-to-hand, air-to-air or on good 'ol terra firma, but so far few console titles have gotten combat-cravin' gamers' feet wet. EA's Battle Stations—a high-seas, ship-to-ship romp—is an explosion-filled exception. With its small navy of ships that players can match in one-on-one battles, the game plays like a '90s version of the Intellivision classic Sea Battle.

Battle Stations has two modes of play: Arcade and Campaign. The Arcade is straightforward enough—players choose one ship, the computer or a second player picks another. The two try to blow each other out of the water. The game packs eight ships in all, including a patrol boat, submarine, mine layer, troop transport, destroyer, cruiser, battleship and aircraft carrier.

In a way, Battle Stations plays like a Street Fighter II for naval



buffs; each ship has a health bar and can perform unique attacks. For instance, the aircraft carrier—the most advanced ship in the game—can launch depth charges, a defensive air patrol and squadrons of F-14 fighters to bomb opponents. The slow-moving troop transport, on the other hand, only packs depth charges and a single tiny cannon, but it carries the Marines you need to complete certain missions. Each ship also comes with defensive weaponry, such as anti-aircraft guns and radar jammers, as well as a rescue helicopter that will snatch overboard sailors

PUBLISHER	EA
DEVELOPER	EA
THEME	Action/Strategy
PLAYERS	1 or 2
% DONE	100%
RELEASE DATE	New
ALSO ON	Steam

from the sea (such rescues grant a health boost). Success depends on your learning the abilities of each ship and sending the best-suited boat into battle.

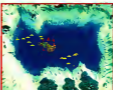
Campaign Mode is more strategy-oriented. The game offers 10 campaigns in all, and they come in five levels of difficulty. Campaign goals include searching for an experimental sub, protecting your homeland—overt saving the whales! Each campaign begins on a Map Screen, where you can combine your ships into task forces and send them on their way. Combat begins when your ships meet up with the



Although it's fast, your little PT boat won't last long against a carrier.



Land your Marines, and they'll go gang-bang on ground installations.



You won't see the Map Screen much. Most of the game's spent in battle.



PLAYSTATION

NEXT WAVE



Fighting Force

A 3-D Final Fight Done Right

So why hasn't anyone developed a 3-D, go-anywhere version of Final Fight/Double Dragon yet? ASC Games' Perfect Weapon was a step in the right direction, but its pre-rendered environments were too limiting. Die Hard Arcade was really, really close, but its corridors and rooms didn't give gamers much room to maneuver. Now Core Design, the U.K.-based developers behind Tomb Raider, is finally hitting the mark with Fighting Force, a 3-D fighter that lets gamers spread out and kill someone.

The game packs 30 stages in all, which are divided into 10 levels, and it's obvious that these stages are inspired by the Final Fight and Streets of Rage beat-'em-ups. The game begins on a sidewalk alongside a busy street, with your character under attack by suit-wearing goons from all directions. But since the polygonal environment is so



Things get a little bloody when you pull a hatchet job on the bad guys.

expansive, you don't have to wade through the villains in a straight line from one end of the level to the other. You can take the fight out into the road if you want, clambering onto the safety meridian and tossing villains into the paths of speeding cars.

When you get near the exit point of one stage, the computer takes over and runs your character to the next stage of battle. You'll also come across forks in the road in some levels, so you'll have to play through Fighting Force several times before you



Nearly everything can be a weapon—even cans from the soda machine!

see all 30 stages. By the end of the game, you'll have battled through an office building, a submarine and a shopping mall flying fortress, among other locales. Some stages—such as the wide-open sidewalk and city park areas—allow more exploration than others, but all levels allow full freedom of movement.

But beyond its mere 3-Dness, the coolest thing about Fighting Force is that nearly everything you find can be used as a weapon. See that hot dog cart? Pick it up and crash it down on your enemies. Or smash open that pop machine and use the soda cans inside to K.O. the approaching punks. Fighting Force's levels are so interactive that whatever isn't nailed down can be used against enemies. The game has its share of normal weapons, too, such as knives, guns and missile launchers. But why blast a baddie with a gun when you can chuck a car instead?

Of course, Fighting Force lets you get your knuckles bloody, too.

PUBLISHER	Edios
DEVELOPER	Core Design
THEME	Action
PLAYERS	1 or 2
% DONE	100%
RELEASE DATE	September
ALSO ON	Saturn

Players can pick one of four characters—two dudes and two babes—to take through the game, and each has more than 40 moves. Most attacks are simple jab-jab-kick combos, but the characters have a few super moves and projectile attacks in their arsenal, too. Best of all, two players can fight alongside each other in true Final Fight form.

Fighting Force is only one of several projects now under way



Grab the buddies and you can bash them in some, er, sensitive places.

at Core Design (which, considering the mega-success of Tomb Raider, is no doubt just fine with Edios Interactive, Core's U.S. publisher). Other games in the works include Swagman, Ninja and—of course—Tomb Raider 2. But don't get too excited about playing all these games at once. Core has pushed forward Ninja's release date from August until later in the year so that Fighting Force and Swagman can have their time in the limelight. ■

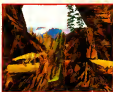
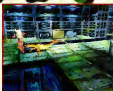


Here comes the goon squad! Knock 'em out before they surround you.



The Spin Kick—a classic beat-'em-up move—will clear the deck in a hurry.

PLAYSTATION



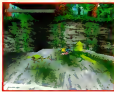
The Lost World: JURASSIC PARK

Time To Return To The Terror

It's appropriate that possibly one of the best-looking games to come out this year is based on possibly one of the best-looking movies to come out this year. The *Lost World* video game by DreamWorks is due out soon for the PlayStation (the Saturn version is being made by Sega—see last month's cover story), as is *The Lost World* movie by Steven Spielberg.

The world-famous film director himself overlooked the video game project in the beginning (he even took his children into the DreamWorks studios to get their opinions on the early betas). But now as the game is nearing completion, Spielberg has left the gaming experts at DreamWorks alone to do what they do best.

The game takes place four years after the events in the first *Jurassic Park* film. A second island (which was abandoned by the scientists) now serves as an overgrown home to dinosaurs left unchecked. You might think that



it is your job to go in and take care of these ancient creatures, but *The Lost World* not only has you playing as one of two heavily armed human dinosaur hunters (Turok, anyone?), but as any one of three ferocious carnivores as well. You can play either as a *compsognathus* (the smallest of the bunch), a *raptor* or even the mighty *tyrannosaurus rex*. Each separate character has its own set of movements and attacks, giving the game plenty of variety. All of the enemies will be unique as well. And with the attention being paid to the little details in this game, you may wonder how close you are to the real thing.

For example, when playing as a



T-Rex, you may run into a pack of humans armed with flamethrowers and rifles. You might decide to step on them or ram head-first through their ranks. You may even want to eat a couple of them or just toss their bloody carcasses into the air. But first, you'll have to catch them. These intelligent enemies will run away from you the minute you turn to attack. You might hear them screaming for help (or for more ammo) as your massive, ultra-realistic-looking body lurches forward for the kill.

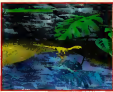
It's too early to tell right now, but *The Lost World* may be the video game industry's summer blockbuster. Watch for this highly anticipated title soon. ■



The animations are incredible. A T-Rex, for example, can eat a human...



...or chew him up and flip him in the air. It's gruesome and fun.



You can tell by the screen shots how much detail was put into this game.

EGM recently had a chance to talk to Patrick Gilmore, the producer at DreamWorks Interactive, about *The Lost World*.

EGM: Why was the decision made to go with a 2-D game? Gamers' big complaint of pseudo 3-D games (like *Spider* or *Fandemonium*) is the lack of freedom of movement.

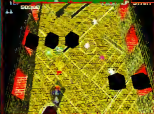
Gilmore: The primary reason is that you are playing a dinosaur and that dictates lateral controls and that dictates actions. His primary functions involve biting and attacking in highly specific directions, and that's difficult to do in a 3-D product. *Tomb Raider*, for example, makes tremendous allowances with its 'weapons' aiming, which lets the game demand less precision on the player's part. *The Lost World* is a game more about conflicts between characters than an exploration of the environment. You won't have to concern yourself with aligning the T-Rex's mouth with the target. Also, the PlayStation's digital controller is optimized for 2-D gameplay.

EGM: Movie-licensed games are usually shunned by the hardcore gaming crowd. What makes *Lost World* stand out?

Gilmore: You first have to ask why are they shunned in the first place. Too often, licenses are used more as a label for products, rather than a subject matter, so what we tend to get is a very ordinary type of game with a prominent license attached to it. Our role in this product is to give players a new and deeper perspective as to what could be going on in a prehistoric island. There's a lot more to this world than what a two-hour movie could show. What do the dinosaurs eat? How do they survive? How do they stalk each other? We give the players a chance to experience life on the island.

PUBLISHER	DreamWorks Int.
DEVELOPER	DreamWorks Int.
THEME	Action
PLAYERS	1
% DONE	80%
RELEASE DATE	June
ALSO ON	Saturn

PLAYSTATION



XEVIOUS 3D

You've Come A Long Way, Baby

Gamer's EDGE

The Versions

Xevious 3D isn't the only game players will find on this disc. Since the new 3-D version of the classic arcade shooter could never have been made without the original(s), Namco thought it'd be nice to throw them on the disc. What's cool about having more than one version of Xevious on one CD is that now gamers can do an easy comparison on how far Xevious has come. Here are the versions included on the disc:

The recent demand for retro titles has been great for companies who made the originals so long ago. Now something else is going on that relates directly to the oldest coming-back-retro titles being reworked to become par with today's technology (like Robotron X and Pitfall 3D).

Namco may not have known, back in the day, that they were making a spaceship shooter that would become the standard for others of the same genre.

Xevious 3D takes the best qualities of Xevious—those being the arcade feel of the game, the simple but effective graphics and the great gameplay—and brings them over to a next-generation system.

So then, how come this version of Xevious has 3D after it? By "upgrading" Xevious, it's only natural to take advantage of what the PlayStation can do well: 3-D, real-time graphics.

With that, even though the graphics are in hi-res 3-D which give a great feeling of depth, they are still flat (much like Tobal No. 1). In this early version, this style works very well with the game. Hopefully things will look even better with the final version.

Xevious still has the same feel as old versions of the game. Players can either fire from the air or shoot targets on the ground.

There are dozens of enemies coming toward the gamer at once from both the air and the ground. Various types of crafts inhabit the skies of the game, while tanks, boats and ground cannons populate the ground, among other types.

With all of these enemies, new weapons have been added that can also be powered up. There are three weapons to obtain from power-ups scattered in the levels.

The first weapon gamers start with is a standard double-shot pea-shooter type. This can be upgraded to a three-way.

The second weapon gamers

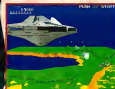
can find is the heat-seeking laser. This one can be upgraded to gain even more power. The beams of light find the enemy and take them down.

The third weapon is a powerful light beam. It's the strongest weapon, but also the most concentrated. The upgrade for this one makes it even more powerful.

The Bosses in the game are huge. Some look like giant spider robots while others are huge spinning power generators. The game features plenty of Bosses to defeat.

Xevious 3D also has rendered outscenes, something that the original only dreamed of. ■

PUBLISHER	Namco
DEVELOPER	Namco
THEME	Shooter
PLAYERS	1 or 2
% DONE	100%
RELEASE DATE	June
ALSO ON	None



To show off its 3-D effects, the game changes views for a short time.



The Bosses in Xevious 3D are far more menacing than in old versions.



Each of the levels has its own theme. Watch out for ice slicks!



XEVIOUS: Who could forget the top-down shooter that practically started it all? Here it is in all of its glory.



Super Xevious: Similar to the original with some new weapons and new levels.



Xevious Arrange: This is a remixed version of the arcade classic.

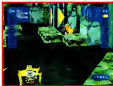
PLAYSTATION



A useful training level prepares you for the different obstacles ahead.



Your Terragator Unit starts the game in need of some vital repairs.



The Divide: ENEMIES WITHIN

Sci-Fi Platform Action in Full 3-D

With a grandiose story line that's worthy of a Hugo award, *The Divide: Enemies Within* prepares to take on PlayStation powerhouse action games like *Spider and Pandemonium!*. The difference, however, is that this new sci-fi platform game is fully 3-D with complete freedom of movement.

The gameplay borrows some elements from other titles. The layout of the levels look a bit like *Bubsey 3D's*, but with a darker, more foreboding feel to them (and with texture maps, unlike *Bubsey 3D's* flat-shaded terrain). *Metrodroid* fans may experience a sense of déjà vu too. Some of the weapons and power-ups seem to be taken right out of the popular Nintendo series, to the point where *The Divide* could almost pass off as a 32-Bit *Metrodroid* sequel. This was not a coincidence. "I loved all the *Metrodroid* games," says Ian Verchere, director for Radical Entertainment, the developers of *The Divide*. "Knowing that *Metrodroid* is a Nintendo exclusive, I designed a game for the PlayStation which I hope captures the great balance of action and adventure that made *Metrodroid* so great."

As we said before, *The Divide* has a fantastic story line. It's an involving plot which we won't go into much detail here (to summarize it would do it injustice). The story, combined with the computer-generated FMV



sequences, should pull you right into the game.

Before you even start out on your quest, the game will put you through a training level. This first stage will show you how to use the various power-ups for your Terragator Unit (the armored mech body you are placed in), how to fire primary and secondary armaments and how to use the basic controls (like aiming up and down, or switching camera angles). This initial lesson is not comprehensive, and a few tidbits of help will pop up later in the game as well.

After the lesson, the game will start you off right after you wake up from an eon-long cryosleep. Before your extended nap, you were injured in battle. So you



begin the first level with very little in terms of equipment. In fact, the first to-do on your itinerary is to pick up something to fix your injured legs (until then, you'll have an annoying limp). Slowly, as the game progresses, you'll pick up other parts vital for survival, like missiles, jumping attachments, heating and cooling units, etc.

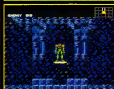
As you traverse the alien worlds, you will run into a myriad of strange creatures. The levels are pretty standard (ice—a you'll find an ice level, a desert level, a jungle level, etc. Remember though, the game is fully 3-D, meaning you can explore wherever you want [you can even go back to visit old levels]). But don't be under the impression that this



Dare to COMPARE

As mentioned in the main text, *The Divide* has things in common with Nintendo's *Metrodroid* games. Here are a few of the things (some more important than others) that you'll find in both games (all except one, can you guess which one?):

- Bombs and missiles as secondary weapons
- Power-ups, such as a super jump
- Enemies that leave 10-point health-up balls when killed
- Canisters of energy (health) that hold 99 units apiece
- A rainy level
- A main character who almost bears it all in the end
- Play set in an alien world
- A descending elevator that brings you into the first level of the game



"The Divide's main character keeps his footing on in the most uncomfortable."

is a *Tomb Raider*-type of exploration game. The stages are pretty straightforward and confined.

Even though you can't call *The Divide* the most original title around, it still has enough going for it to make it stand out. The story line and the unique levels and enemies may prove the game worthy. Check out this month's Review Crew to see what the game experts have to say. ■

PUBLISHER	Viscon New Media
DEVELOPER	Radical Ent.
THEME	Action
PLAYERS	1
% DONE	100%
RELEASE DATE	Now
ALSO ON	None



NEO-GEO



REAL BOUT FATAL FURY SPECIAL

The Furious Legend Continues...

Fans of Neo-Geo fighters (the Fatal Fury series in particular) should be pleased to see Real Bout Fatal Fury Special coming to the 24-Bit system from the arcade.

The new installation of the Fatal Fury game features characters from older Fatal Fury games coming back for a rematch of sorts—some include Cheng and Laurence, among others.

There is a large number of characters to choose from all together—over 15. Each, as always, has his or her own distinct style.

Whether they're a master of kung-fu or an armor-plated villain, the characters have one thing in common: a thirst for victory in battle. And that's where gamers come in.

The graphics in Fatal Fury Special are similar to other games in the Fatal series; this one has a "three-dimensional" feature that allows players to move to a

PUBLISHER	SNK
DEVELOPER	SNK
THEME	Fighting
PLAYERS	1 or 2
% DONE	100%
RELEASE DATE	Now
ALSO ON	Name

different plane while fighting. In no way is this true 3-D but it does add a little more intensity to a battle. For instance, if the opponent throws a couple of fire bursts toward a gamer, he/she can simply jump back to the background or vice versa.

Like the old Fatal Furies, this one has awesome-looking specials that tend to pack a wallop! There's a combo system that allows multiple hits with the help of a series of button taps.

Fatal Fury Special does offer a lot of moves for each character as well as a new extra special move (per character) that is incredible



to view and even more fun to inflict on an opponent.

Another addition to this Fatal Fury game are the barriers on each side of each stage. Some are nothing more than a post while others are large castles.

When players knock their opponent into one of these barriers and crumble the barrier while doing so, the opponent becomes stunned allowing the player to pull off an easy combo. The result? A good chunk of their power gone.

Fans should enjoy this new Fatal Fury title and owners of 32-Bit systems may see it on over to their consoles. ■

Gamer's EDGE

Back to the Front

Not only does the ability to move back and forth between the foreground and background give gamers a chance to take a quick rest during an intense battle, but also on the offensive it allows players to deal a barrage of attacks from plenty of angles. A personal favorite technique of several of the EGM editors is to stun the opponent by knocking him/her into one of the barriers on each side of the screen, then switch planes (whether going to the background or coming to foreground) and wait for the opponent to recover. Let him/her move to the same plane before administering any sort of damage. Just as he/she move to that plane, pull off a special attack. Attacks that cover long distances or projectiles work best. Bam, he/she is knocked to the ground! Sure, it's a round-about way but it makes him/her look like idiot! Is this too mean? You betcha!



A mouthful of fireball isn't a good way to start off a battle for anyone.



This addition to the Fatal Fury series has a load of new moves to try.



Being able to maneuver in the foreground and background make for a good fight.

SPORTS

INTERNATIONAL
SUPERSTAR
SOCCER

Konami's 64-Bit Japanese soccer game is set to come kicking ashore this summer

Konami has long been known for great soccer games, especially overseas. Perfect Striker debuted in Japan for the Nintendo 64 shortly before Christmas, and it has earned critical acclaim ever since. Finally, under its new (and tentative) title of International SuperStar Soccer, U.S. gamers will get a chance to try what could very well shape up to be the best soccer game ever.

The most immediately noticeable thing about SuperStar soccer is its silky-smooth, highly detailed 3-D graphics. The player animation is

absolutely incredible. Not only does it look good, but it's also very realistic. For example, players look around for the ball, and when they have it, they turn their heads, scanning the field for teammates

The corner kick interface is intuitive and somewhat unique (pictures to the right). Unlike every glorious or disappointing moment of a hard-earned goal with the multiple replay camera.



to pass to. The analog control allows you to move the players at varying amounts of speed. As the analog stick is pressed farther in a direction, the player goes from trotting at a leisurely pace to progressing into a full-on run. Additionally, there is a variety of tackling, injury and diving goalie animations in the game, and some of the goal scoring

celebrations are incredibly funny.

Although this title is fiendishly fun as an action game (especially with four players at once), hardcore soccer fans will undoubtedly be satisfied. There are plenty of coaching options that give the game considerable depth. The ability to choose several different strategies such as "offsides trap" and "counter attack" on the fly is welcome, and if you pause the action, you can individually pick which zone of the field you want to place each player in. Players also have stamina and attribute meters. For instance, when a certain person is on the receiving end of hard fouls too often, they get mad, and it can

dramatically affect their performance. Unlike many sports games, the artificial intelligence is excellent and can be changed to provide several levels of challenge. The AI levels are split between the team and goalie, allowing you to change each one independently.

There is a very good chance that, when this



Elaborate celebrations take place after each goal (top). The goalie is extremely fun to watch with the amount of dives and tackles in his repertoire. With the goalie AI set at its highest rating, he's almost like a brick wall.



game arrives on store shelves in June, it will not only be the best NBA sports game on the

market, but it could also be the best next-gen soccer game, period. It could very well be that the only bad thing about this game is the wait.

SYSTEM	RELEASE DATE
	July
	THIEME
PUBLISHER	Soccer
Konami	SIZE
PLAYERS	96-Meg
1-4	% DEMO
	80%

MANX TT SUPER BIKE

TEAM EGM SPORTS

Sega ups the stakes in the battle of the super bikes

The long drought is over for motorcycle racing fans. With Manx TT leading the way and several others nipping at its heels, including VMX from Virgin and Moto Racer GP from BMG, we finally have some two-wheel action for the 32-Bit systems.

Manx TT is an arcade port, sporting all the features of its arcade big brother and more, except for the stylish fiberglass motorcycle that your rump rests on. There are two primary tracks that feature long, gradual curves and lots of pretty scenery to look at. (You can also race the tracks reversed and mirrored.) Playing Modes include: the new Saturn Mode, in

which eight different high-powered super bikes can be used, and the traditional Time Trial and Arcade Modes. In Time Trial, a Ghosting Mode is also included so that you can race against your best time. Serious racers will be happy to know that the Saturn analog pad can also be used to upgrade the control.

This racing game is brought to us by AMS, the same fellows who created Sega Rally. Manx is quite similar in gameplay characteristics and overall appearance to that hit game. Preliminary play revealed that Manx TT is quite fast and works well with the analog controller. With good gameplay and graphics thus far, perhaps Manx TT could join the ranks of the classic Saturn racing games.



The competition is very tough in all modes, assuring the game will have plenty of lasting power.

SYSTEM	RELEASE DATE
	July
	THEME
	Racing
PUBLISHER	SIZE
Sega	CD-ROM
PLAYERS	% DONE
1 or 2	80%



Although the tracks are based in a rural, country setting, occasionally players will blow through a quaint little village.



NHL BREAKAWAY '98

Acclaim prepares to put their sports lineup on ice

Hockey is one of the few major sports that Acclaim hasn't made a game for. This hole in their lineup will be filled in September by NHL Breakaway '98.

Acclaim touts their new hockey game as being the most realistic hockey simulation ever created. We'll judge that in September, but right now we can tell you some of its features that they hope will push it to the top.

Breakaway will feature an Icon Passing system which is something that NBA Shoot Out has demonstrated to be a very good addition to sports games. In addition, another feature will

allow you to control



offensive players that don't have the puck. Good thing the PlayStation has lots of buttons!

Graphically, these pictures tell most of the story. High-resolution, 3-D graphics will power the game. The players' animation will be drawn from motion-capture, promising some real moves. Most interesting is the computer

general manager that promises to make and offer realistic trades during the season. One thing for certain, Breakaway has many impressive features. The big challenge will be meshing them together to make a good quality game.



When players are viciously checked, glass shatters, giving the fans a rude surprise.

SYSTEM	RELEASE DATE
	September
	THEME
	Hockey
PUBLISHER	SIZE
Acclaim	CD-ROM
PLAYERS	% DONE
1-8	N/A



VR BASEBALL TIP 10

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One of the Best Lineups of Reviewed Sports Games Ever!

Current Favorites:

Kraig Kujawa Goal Storm '97 • NFL '98 Soccer
Dean Hager Goal Storm '97 • Rally Cross

RALLY CROSS • PLAYSTATION • SONY

Kraig Kujawa

This is one of the more innovative racing games I've played in a long time. Rally Cross is very much like Sega Rally, but much more involving and difficult. What makes this racer so original is that your vehicle can flip over, jump uncontrollably and crash if enough driving skill isn't used. There is a variety of vehicles to choose from, and plenty of off-road tracks that contain obstacles such as mud, large hills, ice and even streams for you to plow through. Not many games dare to be different, and gamers should give this good one a try.



Is this Sony's answer to Sega's Rally? Oh yes. While not as fast as Sega's Rally, this game gives fans the better driving experience overall. Four-wheel suspension, multiple cars and wide, unforgiving terrain make it a daunting challenge that will keep Rally racing fans busy for a long time. Some of the tracks are better suited for all-out speed while others, like the Oasis sand track, call for more finesse and skill especially to keep the cars upright. Despite some view annoyances and the frequency of flipping, the game is very good.

Dean Hager

ANDRETTI RACING • SATURN • EA SPORTS

Kraig Kujawa

Andretti Racing may not be the prettiest racing game, but no other 32-bit title can touch the amount of realism that EA Sports has poured into this racing simulation. The Saturn version of this has been put together well. The 3-D graphics are not exceptional, but they are more than capable. An enormous amount of options allow you to customize your vehicle by changing things such as its tires, air dam, spoiler, etc. The game is fully licensed, allowing you to race against all of the big names. If realism is a priority, then this is the game for you.



I'll say right off the bat that Andretti Racing is the best true 32-bit racing simulation on the market. Only PlayStation's Formula One has come close to this game's level of quality. With Andretti offering both Indy and Stock Car racing, each with separate physics, it will be hard to top this racer for a long time to come. In addition, very responsive car control and challenging tracks add to the mix. The pop-up in this 3-D game is minimal and is really the only thing that detracts from this excellent game. This is the one to own.

Dean Hager

GOAL STORM '97 • PLAYSTATION • KONAMI

Kraig Kujawa

There have been a lot of bad soccer games hitting the shelves lately, which makes me oh-so-happy that Konami has blessed the genre with this outstanding follow-up to the forgettable original. Goal Storm '97 is nothing like its forgettable predecessor, and in fact, this may be the best blend of realism and entertaining gameplay that I have ever witnessed in a soccer title. With great 3-D graphics, excellent animation and capable sound, this game scores highly in all categories. The only gripe, however small, is that only two players can play at once.



PlayStation soccer titles, up to this point, have either been too arcade-ish or have rattled their gameplay by attempting to be too realistic. Goal Storm, on the contrary, has found very good middle ground. With 32 countries represented, team selection is quick and easy. Gameplay is excellent in all areas including the learning curve which is quite easy. Very responsive player control coupled with the game's ultra-realistic, 3-D polygon animation and a speedy frame rate, combine to make a very decent soccer simulation.

Dean Hager

RAGE RACER • PLAYSTATION • NAMCO

Kraig Kujawa

Rage Racer plays and controls a lot like its predecessor, Ridge Racer, but that's where the similarity ends. Here, your goal is to win different racing classes so you can buy better cars to keep up with your competition. You can even customize your car by painting its livery and choosing its primary body color and logo. The stunning graphics move silky-smooth and really show off the PlayStation, and the music is pretty good too. My only gripe is that there is no Two-Player Mode, which is a real drawback. Otherwise, this is a solid title.



It's tough to compare Rage Racer to the original Ridge Racer because this one is so much better in every way. The rolling courses dotted with mountains, buildings and even an awesome waterfall graphically blow away anything seen in the original Ridge Racer. A gradual light change to evening is also simulated in longer races. Progressing through the ranks, wanting dash to buy better cars is the mellotray of the game. The cars range from quick hatchbacks to blaring fast formula cars. For arcade racing, Rage Racer will satisfy all.

Dean Hager

K-1 ARENA FIGHTERS • PLAYSTATION • T*HQ

Kraig Kujawa

K-1 is a kickboxing game, but what it generally amounts to is a fighting game with considerably less depth. Many real kickboxers are present and each has his/her own specific moves and abilities, which lends some realism to the title. Everything in the game is 3-D, and the players are very detailed and execute their blows fluently. Aside from this however, the gameplay lacks. It's tough to move around the ring, and there just isn't enough gameplay variety to keep the game fresh for very long. Only consider this title if you really like kickboxing.



Despite the large size of the polygonal characters, the action is fast in this ultra-realistic kickboxing sim. More than the above-average graphics and responsive gameplay, this game is good because it forces players to use strategy in their bellies rather than an all-out button-pushing course. All eight of the true-life kickboxers have their own signature kicks and punches as well as strengths and weaknesses. The key is learning how to use the signature moves. Don't expect this one to be anything like Street Fighter or Mortal Kombat.

Dean Hager

THUNDER TRUCK RALLY • PLAYSTATION • PSYGNOSIS

Kraig Kujawa

This is the fastest off-road game I've played, and it's pretty good-looking too. Thunder Truck Rally takes off-road racing to new heights with some of the most demanding and rigorous courses that any racing game has offered. From steep cliffs to an active volcano with bubbling lava, this racer throws realism to the wind. Despite all of these lacks and a slew of monster 4x4s and options, Thunder Truck just isn't all that exciting. Aside from hanging around the terrain, this game simply isn't that challenging and isn't as fun as front-running Rally Cross.



The key term here is "4x4." Don't expect this to be a Rally-type racing game because it's not. It is, however, a very fast 4x4 game. The object: Push the non-traditional 4x4s to their limits over the rough-and-tumble terrain of seven different circuit tracks. Car Crushing and Endurance racing is also present in the game. This puppy is fast, definitely a step in the right direction for 4x4 sims, but the actual racing element of the game is weak. Some of the sound effects, particularly the motor noise, are also lackluster. Still, overall, a strong title.

Dean Hager

VR BASEBALL '97 • PLAYSTATION • INTERPLAY

Kraig Kujawa

After a ridiculously long wait, VR Sports' flagship title is finally out. I can safely say that it was certainly not worth that long wait. VR Baseball is just not a polished title. From the choppy graphics to the cumbersome control, almost every aspect of the game seems like it was half-baked and thrown together. The sound is about the only thing really done well here. It's hard to make baseball games exciting, while also keeping them realistic, but VR Baseball fails miserably, making this one of the most boring 32-bit baseball games I've played.



Sorry, nothing groundbreaking here. Large polygon players move smoothly if not a little jerky due to the frame speed. Sending the batter actually hit the ball can be tough and detracts from one of the simple joys of playing a baseball sim. To make matters worse, the game plays too slowly making "a quick game" impossible. Overall, a little more tweaking was needed in the sim. On the upside, the game is fully MLBPA licensed and offers some unique variables such as Virtual Field Vision™ and kur uniform options.

Dean Hager

PEAK PERFORMANCE. • PLAYSTATION • ATLUS

Kraig Kujawa

Peak Performance is not a bad racing game, but amidst the tough competition, it looks unremarkably average. The game plays similar to Ridge Racer, in which power-sliding around corners makes for most of the strategy and technique. The big novelty is the amount of vehicles you can choose from. The variety is for anyone's tastes. They don't have real names, but you can tell what they are—replicas of the Ford Probe, a semi-truck and even a scooter. Overall, Peak Performance is interesting for a little while, which makes it perfect for a rental.



They call it "drifting" in Japan, and here in the United States we refer to it as "power-sliding." Sliding a car around a corner at top speed while keeping it in control is a challenge, and this seems to be what Peak Performance is all about. Power-sliding aside, the game is solid as a racing sim, offering a lot of cars (12 plus some secret ones) and three challenging triple courses. The pop-up is a little annoying but not atrocious by any standards. This one will be a unique addition to any racing sim enthusiast's collection.

Dean Hager

LETTERS TO THE EDITOR

Interface gives you the chance to praise, gripe, ask, speculate or simply reflect. *EGM* will discuss some of today's top issues in the video game industry. You can reach *EGM* by writing to:

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1920 Highland Avenue, #222
Lombard, IL 60148

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Note: *EGM* cannot and will not personally respond to any letters. We reserve the right to edit all correspondence for space and grammar purposes.

OLD AND NEW FRIENDS IN STREET FIGHTER III

Dear *EGM*,

Why did Capcom decide to only include Ken and Ryu in Street Fighter III? I would have loved to have seen Sakura and Chun-Li featured. The world doesn't revolve around Ken and Ryu!

SailorJupiter3@xband.com

Hmmm...a Sailor Moon fan longing for Sakura and Chun-Li? Go figure. Knowing that they couldn't please everyone, Capcom chose to have an almost all-new cast. They knew that since we have waited six years for this true sequel to Street Fighter II, most of us would want to see a fresh game. More than likely, Capcom would've received a lot of flak from gamers (and the media) if SFIII rereleased all the old characters from the old series. They did keep Ken and Ryu, however; because the two are pivotal characters in the SF universe and are the two most widely recognized Street Fighters. The other SFII characters will probably come back for Street Fighter Alpha 3.



In Street Fighter III, it's out with the old, in with the new...that is except for the ever-popular Ken and Ryu. Here, Ken prepares to redefine the term "nutcracker" for Ryu.

MKT BUGS FIXED

Dear *EGM*,

I think your magazine is the best game magazine around, however, I have to say

that I did NOT like your article on the N64 Vs. PlayStation Mortal Kombat Trilogy comparison in your January issue (#90). The idea of comparing the two systems' versions was excellent. After I read the article, I played the game to test the so-called glitches on the PS version. I don't know what game you were playing, but I didn't find Shao Kahn "jumping for joy," nor did I find Shang Tsung's "disappearing fireballs!" My music didn't change tracks when I used Goro's or Kintaro's fireballs either, and my game never locked up. I tried to find these glitches over and over. Do you think maybe the game you guys tried was defective? Or do these glitches randomly occur and just haven't happened yet in my game?

Jason LaMonte
Long Island, NY

We tested several production PlayStation versions of MK Trilogy on several different systems. Believe us, we are not so irresponsible as to list something as serious as glitches and bugs unless we are sure of what we are talking about! The fact was, we found the same bugs over and over again. The reason you did not find them is because you probably have an updated version of the game. Midway has since—without much fanfare—put out a newer version of MKT for the PS, apparently sans glitches. We asked Midway why a buggy version was released in the first place. Although they were given several opportunities to respond to this issue, Midway has taken the fifth.

EGM ON THE EDGE

Dear *EGM*,

I'm writing in regard to a comment made by one of your writers in his "review box." In his statement, he made the remark that a particular game had less substance in it than the Pope [EGM#90-yours truly, Dan Hsu on Acclaim's Dragonheart for the PlayStation]. Well guess what? You have a rather irritated subscriber. Where did that comment come from? Unless one is truly

ignorant of the Pope—who he is, what he does—that criticism just can't make any sense. Since I can't recall any history of this sort of thing in *EGM*, I'll assume the writer didn't do this in a deliberate, mean-spirited manner. If indeed he did deliberately mean to use those particular words, then please cancel my subscription. Although we are all entitled to our opinions, I do not wish to contribute financially to a publication whose opinions are so

TOP 5 EGM Editors' Favorite PUZZLE GAMES

5 TokiMemo Puzzle
PlayStation/Saturn
Konami of Japan

4 Super Puzzle
Fighter II Turbo
PlayStation/Saturn
Capcom

3 Mean Bean Machine/
Kirby's Avalanche
Genesis/Super NES
Sega/Nintendo

2 Tetris
NES/Super NES
Tengen/Nintendo



1 Tetris Attack
Super NES
Nintendo

Honorable Mentions: Bust-A-Move 2, Baku Baku, Klax, Columns, Dr. Mario

Letter of the MONTH

WHERE'S THE BLOODY FUN IN IT?

Dear **EGM**,
I remember when **EGM** used to talk about the "excellent graphics" on an 8-Bit game. Video games have come a startlingly long way since then...In some cases, unfortunately so. I have noticed a disturbing trend in many video games, a trend in excessive gore and bloodshed. Now, before I get shouted down as another censor-happy person, let me say that my favorite game in existence is Resident Evil. I have no problem with violence or blood or intestines flying out of a vanquished foe, except when the game has little else. Far too many games are hyped exclusively on the fact that they are chock-full of guts. (I hate to say it, but too many times I have read a preview, in your magazine and others, in which the phrase "it has lots of blood and guts" pops up too.) Dozens of Doom clones are vying to be more violent and bloody than the last, each one progressively less and less fun. Games like *Loaded* have you walking around, blowing things up, then blowing more things up and for variety, blowing more things up. Don't get me wrong, I LOVE blowing things up, but when that's all you do, it gets really repetitive. The insulting part about it lies in the companies and their advertisements. They make a mediocre, or downright bad game, pump it up with blood, then expect us to fall all over each other to buy it (as if we are all so starved for bloody entertainment). Unfortunately, they appear to be right. As I recall, *Loaded* was actually a rather popular game for a while, and there

seems to be no end to Doom clones, nor the people who'll throw their hard-earned money on them. A game does not need blood to be good. Heck, look at Mario 64. What a game needs is depth. Far too few games nowadays have this. With blessed few exceptions, companies aren't interested in depth. They want blood, so they can dangle it like a carrot in front of our noses, expecting us to jump at it. And, unfortunately, too many of us do.

Alex Levinton
levinton@sprintmail.com

Good or bad, violence sells. It is too bad that blood is sometimes the only substance you can find in a game, but those cases are few and far between. Don't worry about it too much. Gamers nowadays are a bit more demanding. Mindless video games do have their small place in the market, but most companies realize it's the...*(ahem)*...guts of the game that really counts.



Congratulations. You win an INTERACT Control Pad for the Saturn, PlayStation or Nintendo 64 (your choice).

LETTER OF THE MONTH is a monthly award given to the best letter from our readers. To be eligible, letters must be written on stationery, typed on one side of the page, and must be addressed to: EGM, Attention: Letters, P.O. Box 110, Hightstown, NJ 08520. Letters must be received by the publisher no later than the 15th of the month. Letters are selected by a panel of judges who may change the criteria at any time. Letters are subject to editing and may be used in print, on our website, or in any other medium. Letters are selected by a panel of judges who may change the criteria at any time. Letters are subject to editing and may be used in print, on our website, or in any other medium. Letters are selected by a panel of judges who may change the criteria at any time. Letters are subject to editing and may be used in print, on our website, or in any other medium.

contrary to the truth, a truth that I and many others hold so dearly.

Eric Freed
Sacramento, CA

Dear **EGM**,

You guys may not know it, but you've used a racist term in response to a letter written by Leon Wilborn (**EGM #88**) regarding the ethnicity of a character (Orchid from the *Killer Instinct* series). The term "mulatto" is a racist slave term.

Ryoshiki Tashira
Southfield, MI

The Dragonheart comment was intended to imply that the Pope has no substance in him whatsoever, as in drugs, alcohol, etc. I joked that Dragonheart has less gaming substance in it than the Pope has abusive

chemicals in his body (he doesn't have any abusive substances in him, get it?). We used "mulatto" in the strictest definition of the word and were told by many that it is not a racist term in the least bit. But if we did offend some people, we sincerely apologize. It was not, by any means, intentional.

JUST TAPE IT

Dear **EGM**,
I purchased a PlayStation from a friend of mine, but I accidentally dropped the CD that came with it. I sort of stepped on it, and it snapped into two pieces. I used electrical tape to put it together, but it didn't work. I thought that electrical tape was for electronics. What should I do?

Chad Mullen
Scranton, PA

Boy, we can't see what you did wrong at all. Nope, nothing at all. The electrical tape should work, no problem. No problem at all.

SLOWLY BUT SURELY

Dear **EGM**,
Why do game companies often make games for the PlayStation before they make them for the Saturn?

Codell Rodriguez
Centralia, IL

Because the Saturn has a lower installed base than the PlayStation, it ends up much too often being an afterthought for the game companies. A developer with limited resources and manpower is more inclined to make a game for a hot system (whose larger market share can help insure greater sales for the title) first. Down the line, if the company feels the game is suitable for the Saturn, they may port it over. Here's another smaller, less important factor: Since the PlayStation is an overall simpler machine to program for, game companies will choose it as the first format of choice. It is usually easier to create a game for the first time on the PlayStation, then worry about the Saturn version later. But this is not always the case. Big companies like Fox Interactive (IDA) and Eidos Interactive (*Tomb Raider*) like to work on PlayStation and Saturn versions of a game at the same time, so that the Saturn version doesn't suffer during the translation process.

SEPARATING SPORTS

Dear **EGM**,
Why is your sports games coverage separate from the rest of the magazine?

Diana Pless
Glen Cove, NY

Because the Team **EGM** guys are the experts at the sports stuff, that's why. For example, did you know that Michael Jordan plays other sports besides golf? Most of **EGM** sure as heck didn't. Thank goodness Team **EGM** is there to set things straight.

N64 PHOBIA

Dear **EGM**,
I read that the high costs of creating games for the Nintendo 64 are scaring away some game developers. Do we N64 owners have to look forward to a very limited library of games? I think it would be very hard for software developers to ignore the high installed base of the N64, high costs or not. What do you guys think?

Kevin Layne
krlayne@sunbeach.net

We talked to a producer (of PlayStation and Saturn games) who has yet to jump on the

INTERPAGE

N64 bandwagon. This producer was more than happy to give us several reasons why they aren't making N64 games yet (and why he thinks Nintendo is greedy) but wished to remain anonymous. He says making N64 games is still risky. Companies have to pay about \$30 per cartridge vs. \$1 per CD. They may have to order about 130,000 cartridges to have enough presence to sell 100,000 games. In that scenario, the company loses about \$1.5 million (50,000 unsold carts times \$30/cart) in inventory alone. Now, what if the game sells out? If it were a CD, it'd be no problem. A company can press more CDs in a week and have more games out on the shelves immediately. If the game is on a cartridge, then a company may need two or more months to produce additional stock. By that time, the title may no longer be in high demand, therefore this second shipment may not sell anywhere near as well as the first (on an interesting note, Sony refunds to game companies the \$1 cost for every unsold CD, if it gets destroyed). Do these inventory problems actually occur? Well, Acclaim was once stuck with a half million copies of Double Dragon 3 for the NES sitting in a warehouse, unsold. That cost them a pretty penny, to say the least. The producer whom we talked with hopes that Nintendo will lower their licensing fees soon. He says that Nintendo is being greedy and doesn't need to charge companies so much. But he did say that Nintendo is smart in discouraging production of low-quality titles because N64 games are so expensive to produce, most third-party companies are only willing to make N64 games that they are sure are top-quality and will sell well.



GT Interactive (with their N64 Hexen shown here) is confident of their products' success.

We asked GT Interactive (who will be bringing out Hexen and Unreal for the N64) why they aren't afraid of the N64. Alan Lewis, communications manager, told us that the cartridge risk factor only comes into play if the game is not top-quality. He says that the inventory problem is the same as it was in the 16-Bit days, and it's up to the companies to evaluate the market intelligently and bring out only the best, potentially highest-selling games.

WHERE'S SONY LINK TO THE NET?

Dear EGM,
Do you know why Sony hasn't released an Internet service for the PlayStation?
MrsuPENStar@xband.com

Sony's official response is that they're dedicated to the home console market. Their primary focus is on gaming. What this statement means is that they don't really want to tell us. Sony wants to be seen as a game company that'll consider every aspect of the market. A little further digging on our part showed that Sony doesn't see the console Internet market as a viable one. They consider Sega's Net Link sales (just over 10,000 units so far) to be too low to be an enticement to enter the market.

WE ARE EGM!

Dear GamePro,
I have subscribed to *Gamefan* eight months ago, and I still haven't got one #100's issue yet. Can you guys send me 12 issues please? I will tell everyone to subscribe to *Ultra Game Players*. Thanks a bunch
Nintendo Power.
wohnee@ln.netcom.com

Thanks for the spoof on Justin Booth's letter [EGM #91—Mr. Booth, having trouble with his *GamePro* subscription, asked his other favorite magazine, *EGM*, for some of his missing *GamePro* issues]. We laughed, and then we cried. You didn't mention *EGM* anywhere in your letter!

FOOTBALL, ER...SOCCER

Dear EGM,
Whilst over in the U.S. on temporary assignment, I purchased a copy of the January '97 issue of *EGM* and found it an entertaining and informative publication. But I have a point to raise with you. In our preview of FIFA '97 (FIFA, by the way, stands for the Federation of International Football Associations), you say, "...[soccer], the game the English affectionately refer to as 'football.'" Now, as its governing body's name implies, it's not only the English that call "soccer" football. Just about the whole world, barring one country, calls it football, too. I don't think you need three guesses to work out which country is the odd one out. The game Americans call "football" has more in common with rugby than with football. But because rugby's correct name is rugby football (confusing, isn't it?), my guess is Americans adopted the "football" part of the name so as to avoid clashing with rugby. Suffice to say, we English avoid any such ambiguities—there's football, and then there's American football. I could go on to discuss why rowers was turned into baseball, but I'll leave that for another day.

Mark Roberts
Sheffield, United Kingdom

Three guesses as to which country is the odd one out? We guess Brazil, Italy and Argentina. Man, where are those Team EGM guys when we need them? All kidding aside, thanks for the vocabulary (and cultural) lesson.

EGM LETTER ART

Where Creativity, Your Favorite Video Game and A Scamp Can Make You Immortal!



WINNER!
Danny Rodriguez • Queens, NY

Congratulations. Your prize is on its way—an ASCII Specialized Control Pad for the PlayStation. It features rapid-fire controls for all buttons and slow motion for those intense moments.



Jennifer Nicol
Wpg, Canada



David Medina
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William Jimenez
Wildwood, NJ



Mike Gonzalez • Los Angeles, CA

*Or to better get your name and work to the foreground, send us your own great ASCII art. (PRIZE PRIZE ONLY)

The ASCII Control Pad

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SPORTS VIDEO GAMES



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Next Month

EGM²

Tips, Tricks and Strategies for Home and Arcade

May 1997

Last month we gave you a little taste of Street Fighter III and Tekken 3. Well, now they will be going fist-to-fist to see which one will be crowned 1997's King of the Fighters. Each game will be explored extensively in order for one to be crowned champion.



Arcade coverage galore. See what was at the latest arcade show before everyone else.

Also, EGM² will be bringing back the hottest arcade coverage from the ASI Show in Las Vegas. Shooters? Fighters? Puzzle games? Find out which quarter-muncher you'll be spending your hard-earned dollars on and how to get the most gameplay out of that money.

Whether you are hitting a homer, jammin' it in the net, slam dunking or scoring a touchdown, EGM² will be there to provide sports fans with the best way to win big in your favorite sports game.

FEATURE STORY



EGM² flexes its muscles again with more bust-'em-up coverage on the latest fighters as we compare, in detail, the two hottest sequels of all time. Look for in-depth combos and the latest playing strategies.



Football, basketball, soccer or hockey...hot sports strategy guides will be coming your way!

ELECTRONIC GAMING MONTHLY

June 1997

FEATURE STORY



Q-Man says that the new PlayStation C is going to be at the Japanese show. We're off to bring back the first information, and pictures!



Our editors are really excited about Sony's new PlayStation game Spaw. Be the first to know why!

Our editors are off to cover one of the most important Japanese game shows of the year. It is quite possible that the PlayStation C, M2 and Sega's new 64-Bit monster could be there. Don't miss the only U.S. coverage next month.

Also, our editors are going behind the scenes at Sony. Watch for our exclusive story on their new top-secret games including Spawn and GT Racing.

Many of the games which we have been previewing over the past few issues are reaching completion. MDK, Albert Odyssey, Cyberbots (Saturn),



Koanm's long-awaited PlayStation version of Castlevania is now in house.

Ray Storm and the highly controversial Japanese version of Castlevania X are but a few of the titles that we will be blowing out next issue. Also updates on MK4, Tekken 3, Darkstalkers 3 and more are in the works.

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- New Super Robot War
- Sangoku Musou
- Ray Tracers
- Tales of Destiny

U.S.

- Soul Blade
- Alundra Hearts
- Rage Race
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- Kurosai
- Kurosai Silver Story
- Snowboarding Tour
- Spring Lake 2
- Asian Wars

U.S.

- Albert Oodysy
- Magnum B
- On Ford Arcade
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